



# MAT PLUS

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## LIGA PROBLEMISTA 2007 3<sup>rd</sup> Round: Anticirce Helpmates In 2 Moves

**Theme:** Anticirce batteries in h#2 Anticirce.

34 compositions without authors' names were sent to me by Milan Velimirović. Three of them were cooked and one was withdrawn; they will not be reproduced here.

The theme didn't specify whether the battery had to be black or white. However, most participating problems tackled various patterns of white batteries and a single entry dared to show only black batteries (a single one per solution, though). Ideally, four batteries – two black and two white – could be activated in the solution of a helpmate in two, but no composer achieved this task.

What were my criteria for judging this tourney? The number of playing batteries had obviously a role in the final ranking, as well as the way batteries were built, but I didn't neglect the homogeneity of the solutions and the other thematic contents. I was also sensitive to the originality of the motivations and severe with imperfections of construction (meaning from the point of view of economy) when they were not justified by other aspects, which some composers explained in their personal comments.

Considering the problems as a whole, one can't help noticing that almost a third of the correct problems presented batteries built with pieces of the same kind, an Anticirce oddity, impossible in orthodox chess; eight of these nine problems showed promotions. Cycles were not too frequent, contrary to some expectations.

Only three problems realised the theme six times. Unfortunately, these three problems were anticipated in various degrees by previous work by a great composer and couldn't get the places that they would have deserved, had they had no precursor.

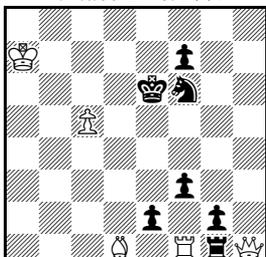
It may be relevant for the participants to mention here that if the tourney had required no specific theme, the ranking of the problems would have been slightly different (I refer especially to the 5<sup>th</sup> and 11<sup>th</sup> placed problems.)

The overall level of the tourney was very good. I congratulate all the participants, who made this tourney a success and composed many fine problems of prize level. I also thank Guy Sobrecases for his database support and Vlaicu Crisan for his invaluable advice and corrections. Let's start the global ranking with the top problems.

**1<sup>st</sup> Place No.519 – Juraj Lörinc (Slovakia).** Three cyclic batteries are built at W1 and this is the only problem where the rear piece of the battery isn't in place in the diagram position – which also means that the bK doesn't need to move. The three white pieces are cyclically captured (Zilahi) and cyclically exchange functions, all this in an excellent Meredith position. The black play has a fine Anticirce note in comparison with its white counterpart: the capture at B1 clears the white rebirth square and the right promotion must be chosen to allow a self-block. Note that the white King prevents a cook in twin b) (1.gxf8=Q(Qd8) Qh3 2.Qe7 Bb3#).

If I was to criticise anything in this original and 1st class problem, it would be that one thematic black pawn (e2) is moved in the twins, but even that was inherent in the scheme.

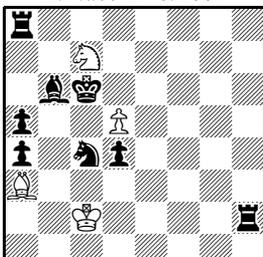
**Juraj Lörinc**  
1.Place LP 3/2007



h#2 Anticirce 5+7  
b) ♠e2→e5, c) ♠e2→f5

- a) 1.exd1=Q(Qd8) Re1 2.Qd5 Qh3#
- b) 1.gxf1=S(Sg8) Qh3 2.Se7 Bb3#
- c) 1.gxh1=B(Bc8) Bb3 2.Bd7 Re1#

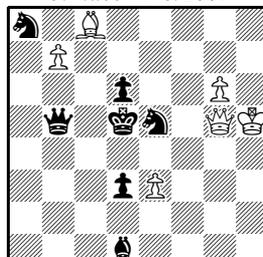
**Petko A. Petkov**  
2.Place LP 3/2007



h#2 Anticirce 4+8  
2111

- 1.Rf8+! Kb1+ 2.Kb5 Ra1#
- 1.Rb8+! Kc1+ 2.Kc5 Kd1#

**Michel Caillaud**  
3.Place LP 3/2007



h#2 Anticirce 6+7  
b) ♖g5, c) ♗g5, d) ♘g5

- a) 1.Bg4 bxa8=Q(Qd1) 2.Sc4 Qf3#
- b) 1.Qc6 bxa8=R(Rh1) 2.Sg6(Sg8) Rh4#
- c) 1.d2 bxa8=B(Bf1) 2.Ke6 Bc4#
- d) 1.Qe8 bxa8=S(Sb1) 2.Ke4 Sc3#

**2<sup>nd</sup> Place No.553 – Petko A. Petkov (Bulgaria).** The problem was rather easy to solve. One black battery R-R and one white battery P-K already exist on the diagram, it's obvious that they must play. Another white battery is built in the course of the solution, which makes a total of three batteries in each solution and a very dense thematic content. Besides, Black specifically blocks his rebirth squares (f8, b8) at B1, a nice Anticirce addendum.

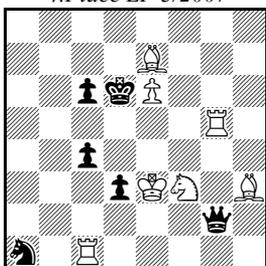
Mixing white and black batteries was highly thematic. The problem would deserve the 1st place if the idea of successive batteries activated by wK moves hadn't already been shown in problem A (see appendix) with three Pawn-King firing batteries and one pre-existing Knight-King battery.

**3<sup>rd</sup> Place No.560 – Michel Caillaud (France).** W1 prepares a battery with 2 pieces of the same type by means of a promotion by capture. Here it is done four times, once with every possible white officer, an impressive task. Two thematic pairs of solutions ab/cd are easily identifiable, but there are shortcomings. The first black move has very different motivations in each solution. The same observation applies to the second black move: in a) B2 blocks c4 opening line, in b) B2 definitely leaves the 5th horizontal. The main lack of unity is that in c) the rear piece of the battery is not the white officer at g5, but the wBc8.

But it would have been hard to realise the task without these little defects. Forsberg twins with corresponding AUW is a rare and spectacular achievement (Laszlo Lindner, Commend British Chess Federation 1st TT 1936 was the first example in the field of orthodox h#2, but not in Meredith) and the construction of this problem must have been very difficult.

**4<sup>th</sup> Place No.499 – Mario Parrinello (Italy).** Three times two white batteries, almost in Meredith. At B1, Black captures a white piece to open a white line, White builds his battery moving Rc1 and mates with a long wR move. Adept of cycles will appreciate the captures of the rear pieces of the white batteries Sf3, Rg5 and Bh3 (cyclical pseudo Zilahi). Once again, the problem would have been placed higher, if Petko Petkov hadn't formerly shown a similarly moving wR that builds batteries on the 1st rank while Black opens a line at B1 (see **B**, with double-check mates). This setting presents more Anticirce features and is also more economical than **B**.

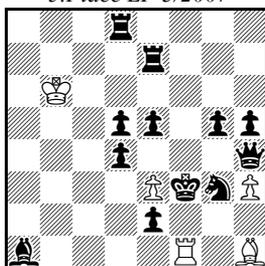
**Mario Parrinello**  
4.Place LP 3/2007



h#2 Anticirce 7+6  
b)  $\triangle e6 \rightarrow e4$ , c)  $\triangle e6 \rightarrow d4$

- a) 1.Qxh3(Qd8) Rh1+ 2.Kd5 Rh8#  
b) 1.Qxg5(Qd8) Rg1+ 2.Ke5 Rg8#  
c) 1.Qxf3(Qd8) Rf1+ 2.Ke6 Rf8#

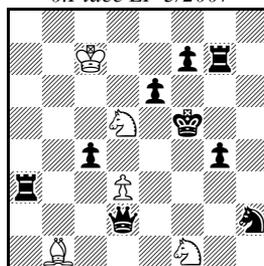
**Petko A. Petkov**  
5.Place LP 3/2007



h#2 Anticirce 5+12  
b)  $\text{♖}h4 \rightarrow f5$

- a) 1.Ree8! Bg2+ 2.Kg4 Be4#  
(2... Bf3+? Kf5!, 1.Rde8? ... 3.Qxh3!)  
b) 1.Rde8! Rf2+ 2.Kf4 Rh2#  
(2... Rf3+? Ke4!, 1.Ree8? 3. dxe3!)

**Juraj Lörinc**  
6.Place LP 3/2007



h#2 Anticirce 5+9  
b)  $\triangle d5 \Rightarrow \triangle g4$

- a) 1.cxd3(Pd7) Sxd2(Sg1)+ 2.Kf6 Sf3#  
b) 1.Rxd3(Ra8) Sfxh2(Sg1)+ 2.Ke5  
Se2#

**5<sup>th</sup> Place No.554 – Petko A. Petkov (Bulgaria).** Petko A. Petkov (Bulgaria). The second example of reciprocal batteries, after the 1st place. White's second move is interesting: there are three possible squares for the wB (resp. wR) on the white line but only one of them is right; on the other two squares, the wB (resp. wR) would either intercept the wR (resp. wB), a sort of Grimshaw avoidance, or obstruct him by occupying his rebirth field. The moving white unit is paradoxically useless in the final position.

On the black side, in turn, because of the need for another black rebirth field to be occupied by the other Rook. Neat reciprocal effects.

**6<sup>th</sup> Place No.515519 – Juraj Lörinc (Slovakia).** Juraj Lörinc (Slovakia). Black captures the wPd3 at B1 in order to occupy a black rebirth field and to open the wB's diagonal. At W1, White must also make a capture, but of an officer. There are two reasons for this capture: the annihilation of the black piece that threatens White's mating piece and the creation of an Anticirce battery of two Ss. The same Bishop-Knight battery plays at W1 in both solutions, and the same white pieces are rear piece and back piece of the 2nd move battery, which is a drawback, in comparison with the reciprocal batteries of the 5th place. The mates are model and the wK plays a role only in b).

A good problem with many Anticirce effects.

**7<sup>th</sup> Place No.564 – Uri Avner (Israel).** Again batteries of pieces of the same kind, obtained by promotion in three solutions. The unpinned black unit leaves the white line once the white battery is formed. White must control field c5 by his second move and Black must also occupy a rebirth field. Well unified play that ends with pin mates.

**8<sup>th</sup> Place No.561 – Michel Caillaud (France).** The problem presents a cyclic pseudo Zilahi, like our 4th place, but with pieces promoted after a capture, like in the 3rd place. The battery is activated after the necessary bK move, as in many other problems. The position is somewhat heavy – a defect acknowledged by the author, who had lighter versions but with mixed double-check and simple-check mates.

**Uri Avner**  
7.Place LP 3/2007

h#2      Anticirce      9+13  
3111

- 1.Sb8 axb8=B(Bc1) 2.Rxf5(Ra8) Ba3#
- 1.Bb8 axb8=R(Ra1)
- 2.Sxb6(Sb8) Ra5# (Rc1?)
- 1.Rb8 axb8=Q(Qd1)
- 2.Qxf5(Qd8) Qc2# (Qc1?)

**Michel Caillaud**  
8.Place LP 3/2007

h#2      Anticirce      8+11  
3111

- 1.Qxb4(Qd8) cxd8=Q(Qd1)
- 2.Kf5 Qh5#
- 1.Qxe6(Qd8) cxd8=B(Bx1) 2.Kd6 Bf4#
- 1.Qxh3(Qd8) cxd8=S(Sg1) 2.Kd4 Sf3#

**Petko A. Petkov**  
9.Place LP 3/2007

h#2      Anticirce      5+12  
3111

- 1.Rh6! Qh1+ 2.Ke8 Qh5#
- 1.Bb6! Qg1+ 2.Ke7 Qc5#
- 1.Rb8! Qb1+ 2.Kf7 Qb7#

**9<sup>th</sup> Place No.552 – Petko A. Petkov (Bulgaria).** Petko A. Petkov (Bulgaria). Three times two white batteries, that’s great! Unfortunately, the wQ’s moves seem highly similar to those by a wR in a Petkov problem (the already quoted B) and the batteries work the same way in both problems. The thematic “battery contents” are therefore completely anticipated. The single difference between this problem and B is the motivation of Black’s first move: instead of the Bristol here, in B there was a line opening with selfblock; this slight difference has no relation to the theme of this tourney. That explains the rather low ranking, in spite of the superb preliminary Black-White Bristol and the 6 Anticirce batteries.

**10<sup>th</sup> Place No.498 – Mario Parrinello (Italy).** As in the 1st place, three cyclic white batteries (RB, BQ, QR) are built in the twins. Black play is homogeneous but not very strategic (selfblock and move by bK). White’s second move aims at guarding field c6, like field c5 in the problem of the 7th place.

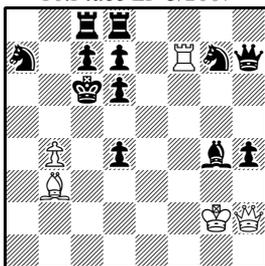
The same idea has been realised in two solutions and a different setting by C (H.Zajic). The question may be asked whether the 7 additional units of this problem are worth the third solution, but realising the version with 3 solutions and useful white pieces in every solution is not so easy.

**11<sup>th</sup> Place No.566 – Uri Avner (Israel).** Same as the 7th place or 4th reserve: two batteries by pieces of the same kind, obtained by promotion. B1 is a “Pelle” move that paradoxically closes the battery line, and also frees a white rebirth field; then B2 annihilates wPd6 and opens both the wB’s diagonal and the battery line. White builds a battery by promotion and clears the black rebirth

square d8 or h8 – a nice Antircirce effect) and the constructed battery simply plays controlling a3, b3 and c3. Note that these are pin mates: bQ pinned by wRg4 in a) (3.Qd1/Qc3?? impossible) bRd1 pinned by wQe1 in b) (3.Ra1/Rd4?? impossible).

**Mario Parrinello**

10.Place LP 3/2007

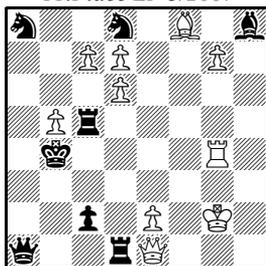


h≠2 Antircirce 5+12  
b) ♠d6→d5,c) ♣d7→a4

- a) 1.Qe4 Rf1 2.Kd5 Rc1#
- b) 1.Be6 Bd1 2.Kd6 Ba4#
- c) 1.Se8 Qh1 2.Kd7 Qc1#

**Uri Avner**

11.Place LP 3/2007

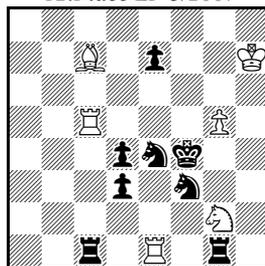


h≠2 Antircirce (Cheylan) 2111 10+8

- 1.Rd2 gxh8=Q(Qd1)
- 2.Rxd6(Rh8) Qd3#
- 1.Qd4 exd8=R(Ra1)
- 2.Qxd6(Qd8) Ra3#

**Ricardo de Mattos Vieira**

12.Place LP 3/2007



h≠2 Antircirce 2111 6+8

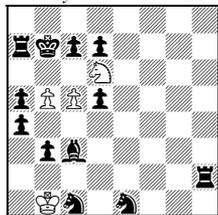
- 1.Sfxg5(Sb8) Rxxg1(Ra1)+ 2.Ke5 Ra6#
- 1.Sexg5(Sb8) Rxxc1(Ra1)+ 2.Ke3 Ra2#

**12<sup>th</sup> Place No.521 – Ricardo de Mattos Vieira (Brazil).** These are the first reciprocal batteries between two pieces of the same kind without promotion, but still with capture. The two white Rooks exchange function and the two other white officers do it as well: wS (resp.wB) specifically pins a bR and wB (resp.wS) controls f4. That's not all, since the bSs exchange function too, occupying rebirth square b8. This very good problem presents only two batteries and would undoubtedly have taken a better place in an informal tourney.

Eric Huber

APPENDIX

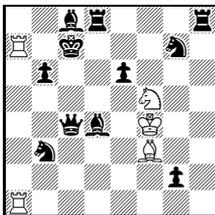
**[A] Petko A. Petkov**  
Ural'sky Problemist 2006



h≠2 Antircirce 4+12  
b) ♠b3→a3,c) ♗a7→c8

- a) 1.Se2 Ka2+ 2.Ka6 Ka3#
- b) 1.Bd2 Kb2+ 2.Kb6+ Ka1#
- c) 1.Sg2 Kc2+ 2.Kc6 Kd1#

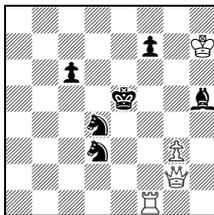
**[B] Petko A. Petkov**  
4th Prize The Macedonian Problemist 2003



h≠2 Antircirce 3111 5+11

- 1.Se8 Rh1+ 2.Kd7 Rh7#
- 1.Bc5 Rg1+ 2.Kd6 Rd1#
- 1.Qb5 Rf1+ 2.Kc6 Rc1#

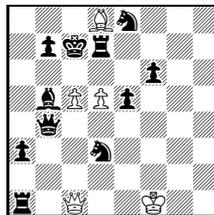
**[C] Helmut Zajic**  
StrateGems 2006



h≠2 Antircirce 2111 4+6

- 1.Bg4 Qh1 2.Kf5 Qd5#
- 1.f5 Rd1 2.Ke4 Re1#

**[D] Petko A. Petkov**  
Dedicated to the Blom family  
2nd Prize Shakhmatna Misl 2004



h≠2 Antircirce 2111 5+11

- 1.Qb1 Qd2+ 2.Kd6 Qb4#
- 1.Qe1 Qc2+ 2.Kc6 Qg2#

**Reserves:**

- 1<sup>st</sup> No.495 – Mario Parrinello (Italy)  
 2<sup>nd</sup> No.514 – Michael Barth (Germany)  
 3<sup>rd</sup> No.557 – Mihajlo Milanović (Serbia)  
 4<sup>th</sup> No.565 – Uri Avner (Israel)

**Ranking after 3<sup>rd</sup> Round:** Michel Caillaud 41(23)/2, Ricardo de Mattos Vieira 30(8)/3, Juraj Lörinc, Slovakia 25(10)/1, Menachem Witztum 25(7)/1, Georg Pongrac 25/2, Petko A. Petkov, Bulgaria 20(18)/1, Darko Šaljić 20/1, Marjan Kovačević 16(9)/1, Michael Barth 14(3)/2, Mario Parrinello, Italia 13(9)/1, Christer Jonsson 13(2)/1, Boško Milošeski 12(3)/3, Georgi Hadži-Vaskov 12/3, Emanuel Navon 11(10)/1, Frank Richter 11(5)/2, Mihajlo Milanović 11(4)/3, Uri Avner, Israel 9(8)/1, Misha Shapiro 8/1, Slobodan Šaletić 7(2)/1, Slavko Radovanović 3/2, Bjørn Enemark, Danmark 2(2)/1, Radomir Nikitović 2(1)/3, Borislav Gadjanski, Serbia 2/1, Miroslav Subotić 2/1, Philippe Robert 2/1, Gorazd Kodrić 1/3, Nikola Miljaković 1/2, Dragoljub Đokić 1/1, Milan Mitrović 1/1, Aleksandr Semenenko 0/1, Jorge Joaquín Lois 0/1, Tode Ilievski 0/1, Živa Tomić 0/1.

**LP 2007 – 3<sup>rd</sup> Round Summary:**

Participants: Bjørn Enemark, Denmark – 526, (539), 545, 551; Borislav Gadjanski, Serbia – 558; Boško Milošeski, Macedonia – 516, 517; Georgi Hadži-Vaskov, Macedonia – 563; Gorazd Kodrić, Serbia – 540, 541, 542; Juraj Lörinc, Slovakia – 515, 519; Mario Parrinello, Italia – 495, 498, 499; Michael Barth, Germany – 514; Michel Caillaud, France – 560, 561, 562; Mihajlo Milanović, Serbia – 555, 556, 557; Petko A. Petkov, Bulgaria – 552, 553, 554; Radomir Nikitović, Serbia – 531, 532; Ricardo de Mattos Vieira, Brazil – 521, 522, 523; Uri Avner, Israel – 564, 565, 566.



## A Short Presentation of Isardam

by Eric Huber

After explaining helpselfmates in MP25 and Madrasi-Circe from the point of view of Babson task in the last issue, it is now time to get on with a more complex condition: Isardam. Its name is formed from “Madrasi” – read backwards – because its definition involves the illegality of any Madrasi paralysis. More simply put, in Isardam **a move is illegal if it leaves a piece threatening an opposite piece of the same kind**. The definition was invented in 1997 by von Meyenfeldt (my source on this is “*Terminologi I skakopgaver: Fordringer og betingelser*”, a book of definitions of fairy conditions and stipulations written and edited by the Danish composer Steen Christensen.)

Leaving a piece threatening an opposite piece of the same kind is as illegal as leaving your own King in check, which means that in Isardam some specific “pins” are possible. Let’s call them “spikes”. A unit is spiked if by moving it you would allow a piece to threaten an opposite piece of the same kind.

This has a first and amazing consequence: when your King is in check by a piece of type X, you can parry the attack by guarding your King with a unit of type X. Both Kings of diagram **A** are in this situation, the white one with Rooks and the black one with Knights. You can also spike the checking unit: in **B**, after 1.Qf4? 2.e3+ doesn’t mate, for Black can play 2...Bxf4 and the e pawn is spiked on the diagonal c1-f4.

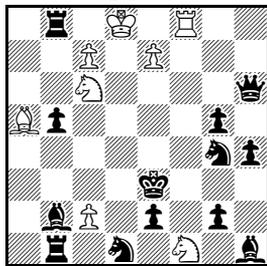
There is another, deeper consequence. When a King is under the fire of two opposite units of the same type on their line of action (see diagram **A**, wKd8 between bRb8 and wRf8), he is spiked! But the King may move along the pinning line, for instance Kc8 or Ke8 in **A**. These moves bear some analogy with orthodox “Pelle” moves. Furthermore, wRf8 is spiked too: it can’t move on file f, but only on the 8th rank – once more a move that looks like orthodox an “Pelle” move.

Let's have a look at problem **A** for practice. Mate will be given by 2...e8=Q/R, posing the question of which is the right promotion. What are the obstacles to these mates? Black may intercept the promoted white unit on the e file by moves Be5 or Qe6 (well, not Qe6 in case of e8=Q, because of the Isardam rule; and wSc6 excludes the possibility Sg4-e5). Or he may use an Isardam spike: e1=R or e1=Q/g1=Q. The first three half-moves of the solutions aim at preventing these defences:

**[A] Manfred Rittirsch**

10280 Die Schwalbe 175

02/1999



h#2 Isardam 8+13

2111

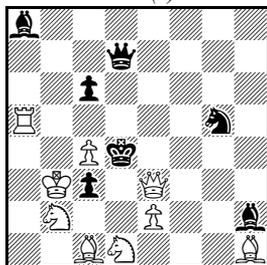
1.Sdf2 cxb8=B 2.exf1=R e8=Q#

1.Sc3 c8=Q 2.e1=B e8=R

**[B] Uri Avner**

1st Prize Andernach TT

1997 (v)



#2' Isardam 9+7

1.Qf4? (2.Be3#)

1... Bg1 2. e3#

1... Qd5 2.Rxd5#

but 1... c2!

1.Qd3! (2.Kxc3#)

1... Qg4 2.e3#

1... Qa7 2.Rd5#

1... Qg7 2.Be3#

1.Sdf2 interferes diagonal g1-e3, against defence 3.g1=Q. The second move 2.exf1=R has two goals: excluding 3.e1=Q and also preventing 3.Se4 by spiking it orthogonally, now that the bS has been brought to f2.

Similarly, 1.Sc3 interferes bBb2. The second move 2.e1=B has two goals: excluding 3.e1=R and also preventing 3.Se4 by spiking it diagonally.

The aim of White's first moves 1.cxb8=B and 1.c8=Q is to exclude 3.Be5 or 3.Qe6 by Isardam motivations: the right promotion is needed.

Finally, we can enjoy nice tries at White's second move of the two strategically homogeneous solutions: 1.Sd-f2 cxb8=B 2.exf1=R e8=Q# (2...e8=R+?? 3.Re1!!) and 1.Sc3 c8=Q 2.e1=B e8=R# (2...e8=Q+?? 3.g1=Q!!).

Problem **B** is still more ambitious and features a few interesting Isardam specificities. Try 1.Qf4? threatens 2.Be3# – and not 2.e3+? Bxf4! Against 1...Bg1 White has the logical 2.e3# and 1...Qd5 2.Rxd5# is simple (2...cxd5? would be illegal because of wPc4) but Black has an Isardam refutation up his sleeve: 1...c2! 2.Be3+ c1=Q! spiking the wBe3 diagonally.

Let's take things the other way round: 1.Od3! spikes the black King orthogonally. What's the threat? Not 2.e3+ Bf4! neither 2.Be3+ Be5! nor 2.Rd5+ Qxd5! but 2.Kxc3#! a very specific mate.

Black has three defences that unspike his King. He moves the bQ out of the dangerous d-file while keeping an eye on the black monarch:

1... Qg4 2.e3#! and 2...Bf4?? interferes with the bQ and is illegal; neither 2.Be3+? Be5! nor 2.Rd5+? c5! spiking the wR diagonally would succeed.

1... Qg7 2.Be3#! and 2... Be5?? interferes with the bQ; neither 2.e3+? Bf4! nor 2.Rd5+? c5!

1...Qa7 2.Rd5#! and 2...c5?? interferes the bQ; neither 2.e3+? Bf4! nor 2.Be3+? Be5!

Of course, the problem presents transferred mates for those who are fond of such things, but the strategic unity of the variations is the most aesthetic aspect of this problem.

That was Isardam type A. As a conclusion, another type of Isardam must be introduced, in which the capture of the King has precedence over the Isardam paralysis. (That means that in the initial position of problem A both Kings would be in check.) The definition sounds like this: **in Isardam type B, a move which does not threaten to capture the King is illegal if it leaves a piece threatening an opposite piece of the same kind.**

That's quite another story...

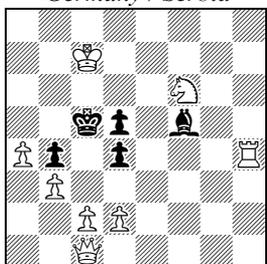
# ORIGINAL PROBLEMS

## Judges 2007:

Twomovers: **Peter Gvozdják**, Slovakia  
 Threemovers: **Milan Velimirović**, Serbia  
 Moremovers: **Hans Peter Rehm**, Germany  
 Endgames: **Iuri Akobia**, Georgia  
 Selfmates: **Uri Avner**, Israel  
 Helpmate twomovers: **Thomas Maeder**, Switzerland  
 Helpmate moremovers: **Michel Caillaud**, France  
 Fairy problems: **Petko A. Petkov**, Bulgaria  
 Retro & Math: **Wolfgang Dittman**, Germany

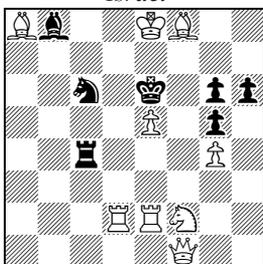
## Twomovers

**738. Hauke Reddmann**  
**Milan Velimirović**  
*Germany / Serbia*



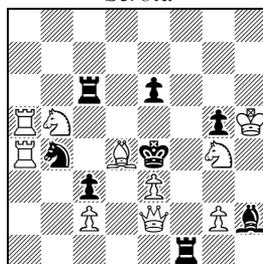
#2\*✓ 8+5

**739. Aaron Hirschenson**  
*Israel*



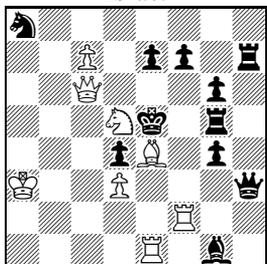
#2\*✓✓ 9+7

**740. Milan Velimirović**  
*Serbia*



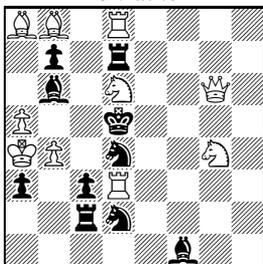
#2\* 10+8

**741. Emanuel Navon**  
*Israel*



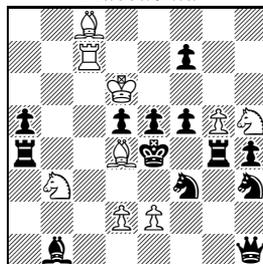
#2 8+11

**742. Vasyl Dyachuk**  
*Ukraine*



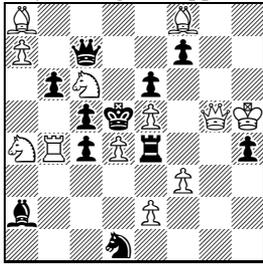
#2\*✓ 10+10

**743. Nikola Stolev**  
*Macedonia*



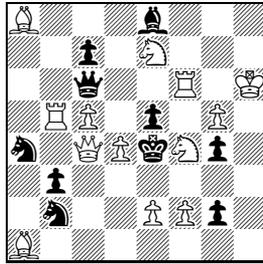
#2✓✓✓ 9+13

**744. Milan Velimirović**  
*Serbia*  
*after Hugo Knuppert*



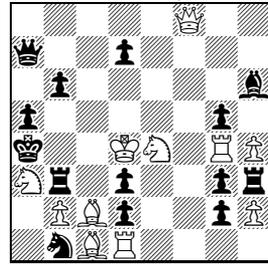
#2\* 12+11

**745. Paz Einat**  
*Israel*



#2\*✓ 13+10

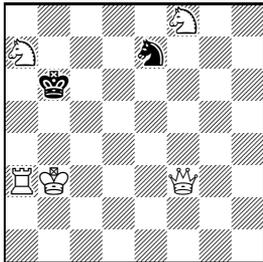
**746. Siegfried Hornecker**  
*Germany*



#2 11+14

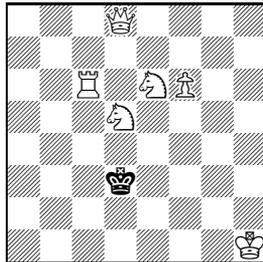
**Threemovers**

**747. Mihail Croitor**  
*Moldova*



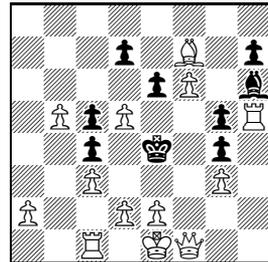
#3 5+2

**748. Vladimir Kozhakin**  
*Russia*



#3 6+1

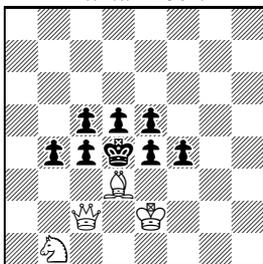
**749. Mirko Marković**  
*Serbia*



#3 13+9

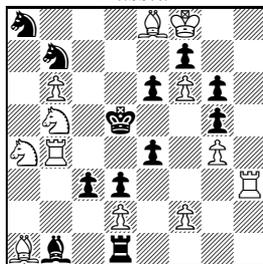
**Moremovers**

**750. Steven Dowd**  
*USA*  
*Dedicated to Hilmar Ebert*



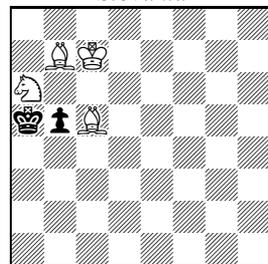
#4 4+8

**751. Rudolf Larin**  
*Russia*



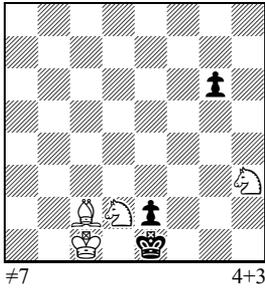
#4 12+12

**752. Karol Mlynka**  
*Slovakia*



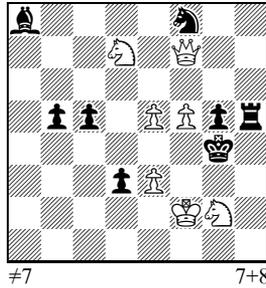
#5 b) ♖c5→a3 4+2

**753. Mihail Kostylev  
Aleksandr Melnichuk**  
*Russia*

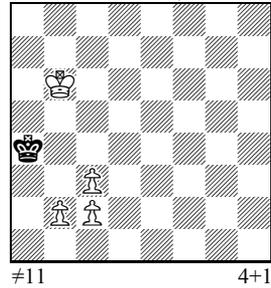


- b) ♗g6→d5 – #6
- c) – ♗Pg7, + ♗f2 – #6

**754. Leonid Makaronez  
Leonid Lyubashevsky**  
*Israel*

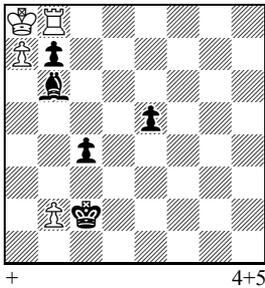


**755. Siegfried Hornecker**  
*Germany*

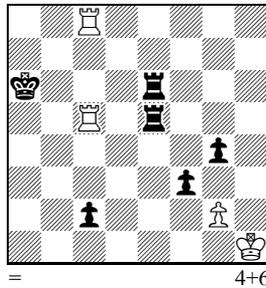


**Endgames**

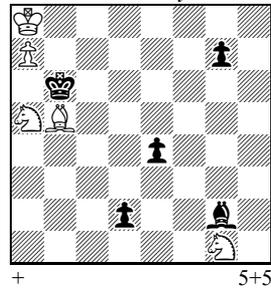
**756. Steven Dowd  
Marko Ylijoki**  
*USA/ Finland*



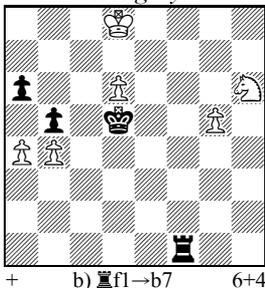
**757. Mihail Croitor**  
*Moldova*



**758. Siegfried Hornecker**  
*Germany*

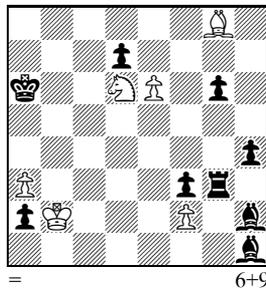


**759. János Mikitovics**  
*Hungary*

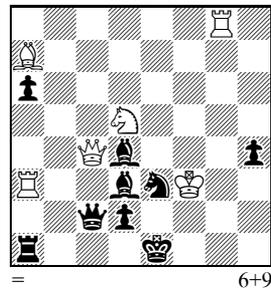


- b) ♗f1→b7 6+4

**760. Mirko Marković**  
*Serbia*

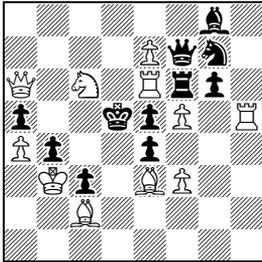


**761. Darko Hlebec**  
*Serbia*



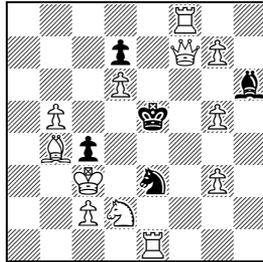
**Selfmates**

**762. Živko Janevski**  
*Macedonia*



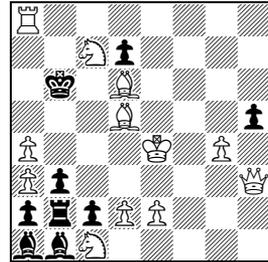
s#3 11+11

**763. Leonid Makaronez**  
*Israel*



s#4✓✓ 12+5

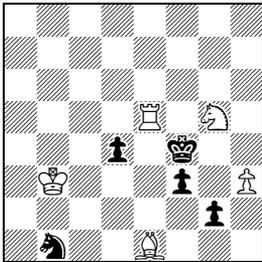
**764. Paul Vatarescu**  
**Ion Murarasu**  
*Israel/Romania*



s#5 12+9

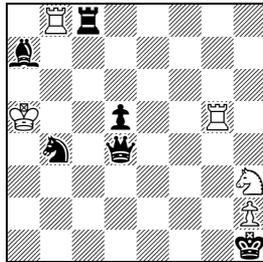
**Helpmates**

**765. Michael McDowell**  
*Great Britain*



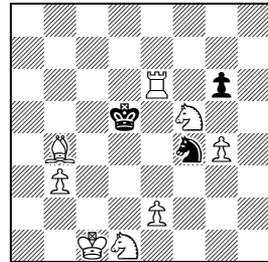
h#2 b) ♖h3→e4 5+5  
c) ♜f3→f5

**766. Vladimir Kozhakin**  
**Andrey Dikusarov**  
*Russia*



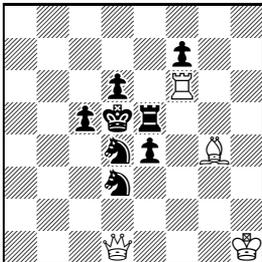
h#2 2111 5+6

**767. Odette Baudoin**  
*France*



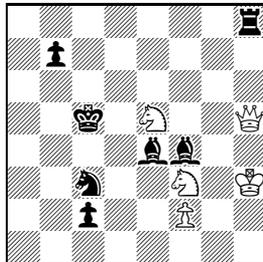
h#2 2111 8+3

**768. Abdelaziz Onkoud**  
*Morocco*



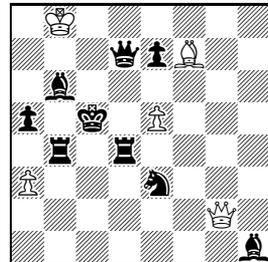
h#2 3111 4+8

**769. Georg Pongrac**  
*Austria*



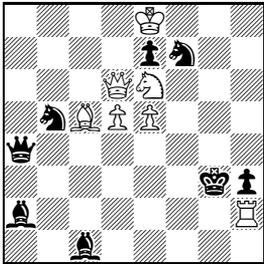
h#2 b) ♜c5→e2 5+7

**770. Vladimir Kozhakin**  
**Andrey Dikusarov**  
**Harry Fougaxis**  
*Russia / Greece*



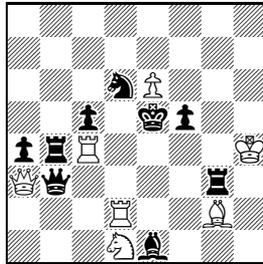
h#2 2111 5+9

**771. Christer Jonsson**  
*Sweden*



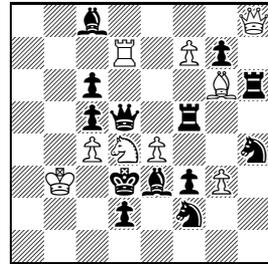
h#2    b) ♖g3→d3    7+8

**772. Ioannis Kalkavouras**  
*Greece*



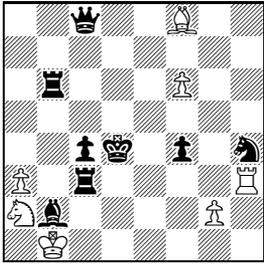
h#2    2111    7+9

**773. Živko Janevski**  
*Macedonia*



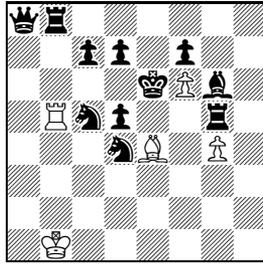
h#2    2111    9+13

**774. Christer Jonsson**  
*Sweden*



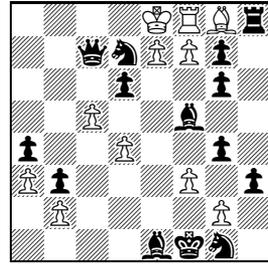
h#2.5    211...    7+8

**775. Christopher J.A. Jones**  
*Great Britain*



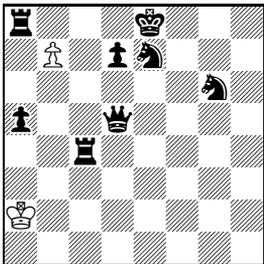
h#3    211...    5+11

**776. Misha Shapiro**  
*Israel*



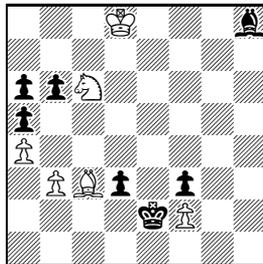
h#3    b) ♔f5→a4    11+14  
c) ♖f1→b3  
d) =c) ♗c7→d3

**777. Chris Feather**  
*Great Britain*



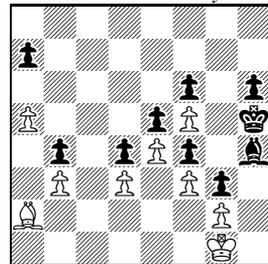
h#3.5    211...    2+8

**778. Christer Jonsson**  
*Sweden*



h#4.5    2111    6+7

**779. Steven Dowd**  
**Mirko Degenkolbe**  
**Rolf Wichagen**  
*USA / Germany*

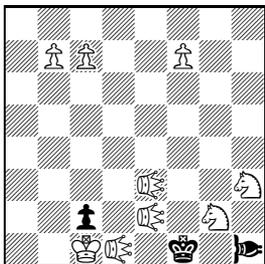


h#10    9+10

Fairies

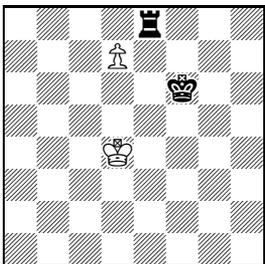
In this issue readers shall find 18 originals, four of which couldn't be computer checked. Solvers are invited to practise their abilities on problems 784 (an amazing s#15 that intensively uses fairy condition Parrain Circe), 794 (hs#4 with complex and always surprising condition Crazyhouse) and the Serbian pair 796–797, both long helpstalemates. Amateurs of easier problems can tackle direct mate 780, Maximummers 782–783, helpmates 785 and 788, serial 795 (easier than it seems) or even the short problem 791 by our collaborator from the other hemisphere. The other problems are rather hard nuts. Although short, 787 is a difficult and deep problem and I thank Vlaicu for his kind dedication.

**780. Karol Mlynka**  
*Slovakia*



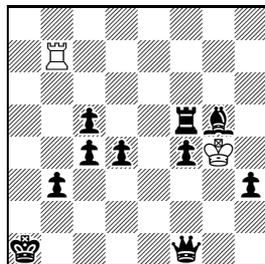
#2\*<sup>v</sup> 9+3  
Anticirce type Calvet  
♗ = Bishop-Lion  
♘ = Lion

**781. Paul Raican**  
*Romania*



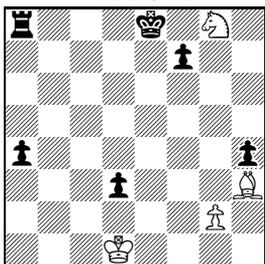
a) #7 2+2  
b) ♔d4→b5 – s#7  
Maximummer  
Kôko  
PWC

**782. Vladimir Kozhakin**  
*Russia*



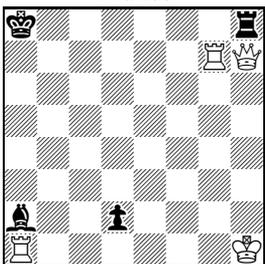
s#4 2+10  
Maximummer  
211...

**783. Boško Milošeski**  
*Macedonia*



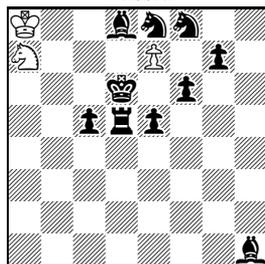
s#8 4+6  
Maximummer

**784. Guy Sobrecases**  
*France*



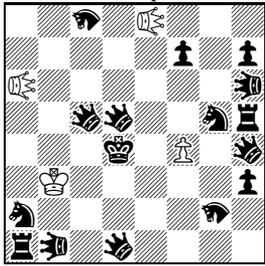
s#15 4+4  
ParrainCirce

**785. Vadim Vinokurov**  
*Russia*



h#2 3+10  
Circe  
2111

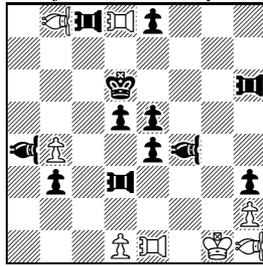
**786. Michal Dragoun**  
Czech Republic



h#2 4+16

- = Locust
  - = Lion
  - = Leo
  - = Nightrider-Lion
- 6111

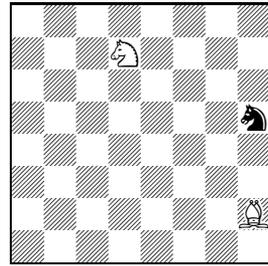
**787. Vlaicu Crisan**  
Romania  
*dedicated to Eric Huber  
for his birthday*



h#2 8+12

- Antisupercirc
- 2111
- = Pao
- = Vao

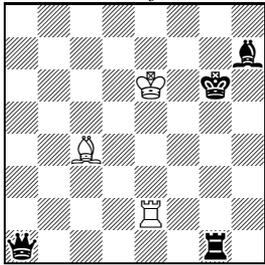
**788. Guy Sobrecases**  
France



h#2.5 2+1

- Republican Chess
- Circ
- 21111

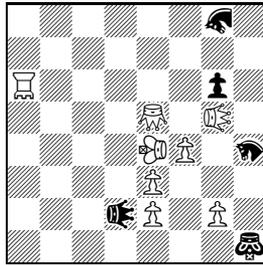
**789. Peter Harris**  
South Africa



h#3.5 211... 3+4

- Ultrapatrol
- Ultraschachzwang

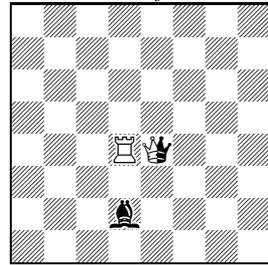
**790. Karol Mlynka**  
Slovakia



t#3\* 8+5

- No Capture
- = Pressburger King
- = Royal Dummy
- = Grasshopper
- = Grasshopper-3
- = Rookhopper
- = Nightriderhopper
- = Kangaroo

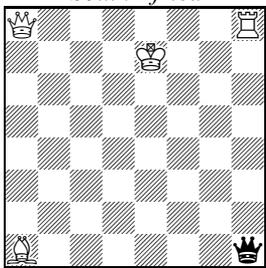
**791. Peter Harris**  
South Africa



hs#1.5 1+1+1N

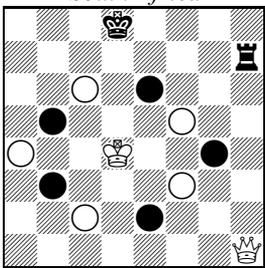
- Republican Chess type 2
- 211

**792. Peter Harris**  
South Africa



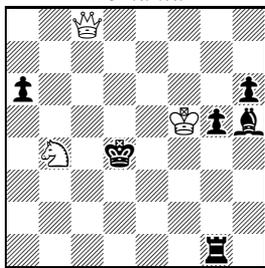
hs#2 Masand 4+1  
Republican Chess  
b) ♖h1⇒♗a8

**793. Peter Harris**  
South Africa



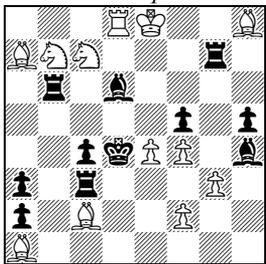
hs#3 Masand 7+7  
○● = Orphans  
b) ♕d8→a8

**794. Paul Raican**  
Romania



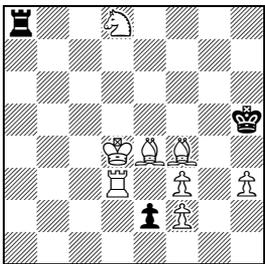
hs#4 211... 3+6  
Crazyhouse  
wS in pocket

**795. Václav Kotěšovec**  
Czech Republic



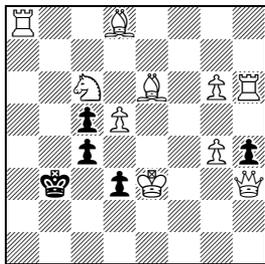
sh=12 12+11

**796. Žarko Pešikan**  
Milomir Babić  
Serbia



sh=16 8+3

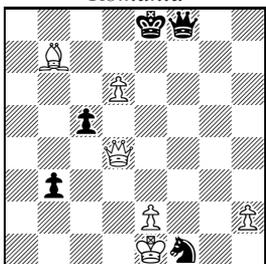
**797. Žarko Pešikan**  
Milomir Babić  
Serbia



sh=16 10+5

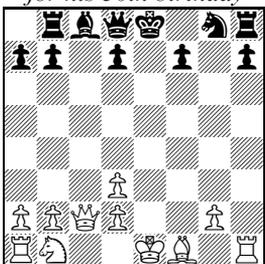
**Retro/Math**

**798. Vlaicu Crisan**  
Paul Raican  
Romania



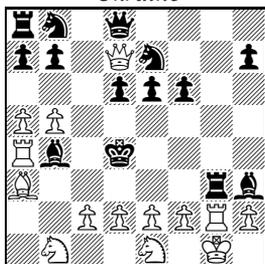
-3 & #1 6+5  
Proca Retractor  
Anticirce type Cheylan

**799. Anatolij Vasylenko**  
Ukraine  
Dedicated to Andrej Frolkin  
for his 50th birthday



a) SPG 9.5 11+11  
b) h#2 2111

**800. Anatolij Vasylenko**  
Ukraine



SPG 16.5 14+14

## DEFINITIONS OF FAIRY PIECES AND CONDITIONS

**Antircirce:** When a capture is made, the capturing unit (including King) must come back to its rebirth square: if this square is occupied, the capture is forbidden. A Pawn capturing on its promotion rank promotes before it is reborn. Unless otherwise stated, captures on the rebirth square are forbidden.

**Circe:** When a capture is made, the captured unit (except a King) is replaced on its rebirth square if it is empty; otherwise, the captured unit vanishes.

**Crazyhouse** is a chess variant often played on the Internet. When a piece is captured, it changes colour, and is kept as a pocket piece. A player may drop a pocket piece instead of a normal move. A pawn may not be dropped on the 1st and 8th rank. When captured, a promoted piece is kept in hand as a pawn. In a problem using Crazyhouse, you can indicate pocket pieces, if necessary.

**Kōko** (Contact Chess): A move is possible only if the piece moved arrives on a square next to another unit.

**Parrain Circe:** The single move following a capture, the captured unit (except a King) accomplish, from its capture square, an exact copy of that next move. If the arrival square is occupied or if the journey bring it out of the board, the captured unit vanishes.

**PatrolChess:** Captures can be made and checks given only if the capturing or checking piece is guarded (or "patrolled") by a friendly unit. Non-capturing moves are played as normal.

**Proof Game:** "Help" stipulation where the aim is to reach the diagram position from the game-array.

**PWC** (Platzwechselfirce or Interchange Circe): When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. A Pawn is immovable on its 1st rank.

**Republican Chess:** There are no Kings; if the side which has played can put the opposite King on a square where it would be legally mate, then the opposite side is mate.

**Republican Chess type II:** There are no Kings; if the side which has played can put the opposite King on a square where it would be legally mate, then the opposite King is put on such a square. The opposite side can then put itself the other King on a square where it is mated.

**Retractor.** In a Retractor problem, there are two phases: the retro phase (or retroplay) and the forward phase. In the retro phase, the two sides alternatively take back (retract) their moves. White begins. In the forward phase, there is a stipulation to satisfy.

- A **Proca Retractor** is a defensive retractor: Black opposes White's aim. The side that retracts decides about the type of possibly "uncaptured" piece.
- The stipulation of the forward play is usually direct mate or selfmate. White must avoid Retromate during the retroplay: if the stipulation is direct mate and if Black has the possibility to mate White in the course of the retroplay, he will do so. In "semi-Proca", Black will not take a possible chance to mate White.
- A **Hoeg Retractor** is a help retractor: Black collaborates with White. Usually with a help-stipulation.
- **Help Retractor:** White and/or Black first retract some helping moves.

- **Proca without forward defense (WFD):** In a normal Proca retractor, black can defend by taking back a move which results in a position in which black can reach the aim. This forward defense isn't allowed for "WFD" condition.

- **Series Retractor:** White or Black first retract some series moves.

**Ultrapatrol:** Only guarded units can move.

**Ultraschachzwang:** Black must give check, when he can.

### Fairy Pieces

**Bishop-Lion:** As Lion, but moves only along bishop-lines.

**Dummy piece:** a powerless unit that can't move.

**Grasshopper** (or Q-hopper): Moves along queen-lines, but must hop over another piece of either colour and land on the next square beyond.

**Grasshopper-n:** a hopper that moves on Queen lines jumping onto the n-th field after the hurdle. The normal Grasshopper jumps on the first field after the hurdle and therefore it is a Grasshopper-1.

**Kangaroo:** moves like the Grasshopper on Queen lines, but needs two hurdles instead of one.

**Leo:** Moves like a queen but captures an enemy unit by hopping along queen-lines over another unit of either colour. Check is therefore given over another unit. (The same is behaviour of Pao and Vao, only their moves are restricted to rook and bishop lines respectively).

**Lion:** Closely related to the Grasshopper. It too moves along queen-lines and hops over a unit of either colour, but it may land on any square beyond the hurdle, provided the intervening squares are unoccupied.

**Locust:** The move is along queen-lines, but can only move by capturing an enemy unit, and this it does by hopping over the unit to the next square beyond, capturing as it goes.

**Neutral piece:** A piece that can be moved or captured by either side.

**Nightrider** (or S-rider): A line-piece which moves performing one or more knight-leaps in a straight line in a single move. Nightrider from a1 can reach (or capture) b3, c5 and d7 or c2, e3 and g4 (but cannot pass occupied square!).

**Nightrider hopper:** As grasshopper, but moves only along nightrider-lines.

**Nightrider-Lion:** As Lion, but moves only along nightrider-lines.

**Orphan:** Dummy piece; moves only like the enemy unit that threatens it.

**Pressburger King:** White SuperTransmuting King: King which definitively takes the nature of the checking piece (and thus loses his royal status). "Pressburger King" is the subject of a current thematical tourney by Slovak review Pat a Mat.

h7, h3 or g2.

**Rook hopper:** As grasshopper, but moves only along rook-lines.

## Solutions – Mat Plus No.25

### Twomovers

#### 555. Mihail Croitor

**1.Qg5?** 1... Kd1/d1S,d1Q 2.Q(x)d2,Qe3#, 1... Kxd3!

**1.Qb5?** 1... d1S, d1Q 2.d4,Rf2#, 1... Kd1!

**1.Rc7!** 1... Kd1, d1S, d1Q 2.Qxg4, Rc2, Re7#

It's transformation of Janevski's problem (Liga Problemista 1980) – is it original?! [Author]

Mate changes with black promotions always reminds the famous Stocchi problem. Here, the inspiration was from Janevski's problem.

There are enough differences to make this original though one should note that in the 1.Qg5? try 1... d1S is not a real defence (PE).

Good changes after Q/S promotion. Unfortunately, the only valuable try (1.Qb5?) loses plausibility by not providing for 1... Kd1 (UA).

In view of 1... Kd1 there is hardly anything sensible besides 1.Rc7!, thus the tries are highly imaginary (and no one actually tries 1.S-e3 d1~!). Q/S promotions dual avoidance has been done better before (HR).

This is a good solvable problem. I don't see any special things but I like the airy setting of this problem. The key is in my opinion not good since it takes the potential flights at c1 and e2.

After 1.Rc7! d1S the mate 2. Rc2 shows a self-block. I only had a little problem with d1Q/R/B thinking about 2. Qe4+? Kxf1 until I found the mate 2. Re7. The final thematic, variation is 1. ... Kd1 2. Qxg4. I didn't find a try, though.

Since I'm no expert on direct-mates I only will rate the difficulty with 2/5 (maybe 1/5 would be more appropriate but I'd like to leave this for five-second-solvables etc) and I won't rate the quality (SH).

#### 556. Hauke Reddmann

**1.Qa6?** ~, Rc4(b5) 2.Sf3#(A), Sc6#(B), 1... Rf2!(a)

**1.Qd6?** ~, Rxc5 2.Sc6#(B), Sf3#(A), 1... Rb6!(b)

**1.Qf6!** ~,Rf2(a),Rb6(b) 2. Sc4, Sf3(A), Sc6(B)#  
(Side variations omitted throughout)

(See "A tough nut" on the MatPlus Forum for discussion – Author)

Methinks the added pseudo le Grand makes the problem tourneyable with respect to the problems already shown in the thread mentioned.

(The improved economy is self-evident for selfsame composer © – one could also use wKe7/bPg6 instead of wPg4/g6/t7/e7; bQa1→b2 if the unique threat is

thought of being of less importance). The only minor flaw is that Qa6 gives a flight – but that's covered (Author).

Good tries along the 6th rank with mate transfers (intentionally I am not using the "pseudo le Grand" term) making up this Dombrovskis. There are various reciprocal changes mechanisms based on the same lines (PE).

The difficult Zirkwitz/Kuhlmann idea (6HM Reiners MT 1990) is given a new dress, which evades the annoying flaws of the original setting. Moreover, it promotes unity (tries and solution by the same wQ, threat and variations by the same wS) as well as freedom (the option to choose the wrong refuting rook in each try, with the resulting pseudo le Grand). On first sight, it looks as if the composer has installed Sh8 as cover-up for some ugly blocking pawns... A deeper look reveals it to be a cook stopper (1.Sc4) as well! So, 5/8 knight's wheel too... (UA).

As the German saying goes, "Eigenlob stimmt" © (Author... again).

#### 557. Emanuel Navon, Paul Vatarescu, Yoel Aloni

**1.Sb4?** ~ 2.Sc2#, 1... cxd5(a) 2.Rxd5#(A),  
1... Rxd3(b) 2.Qxd3#(B), 1... Rc3(c) 2.Qxf2#(X),  
1... b1=Q!

**1.Se3?** ~ 2.Sc2#, 1... cxd5(a) 2.Sf5#(C), 1... Rxd3(b)  
2.Qb4#(D), 1... Rc3(c) 2.Qxc3#(Y), 1... fxe3  
2.Qxe3#, 1... b1=Q!

**1.Qc2!** ~ 2.Qc4#, 1... cxd5(a) 2.Be5#(E),  
1... Rxd3(b) 2.Qa4#(F), 1... Rc3(c)/Ra4  
2.Q(x)c3#(Y), 1... b5 2.Bc5#

Almost a 3x3 Zagoruiko, the same refutation is a pity but seems difficult to realize otherwise (PE).

Unfortunately, one of the mates after 1...Rc3 is repeated in two of the phases, meaning we have here a lame duck of sorts instead of a healthy 3x3 Zagorujko. (UA)

Difficult to solve, as there are much more tempting tries than the two noted. Good changed mates after Rxd3/cxd5. Lacks a theme somewhat, though. ("Modern" themes aren't ©) (HR).

#### 558. Colin Sydenham

**1.Rb7?** ~ 2.Sb6#

1... Se~,Seg5,Sd4 2.Qxe4,Qc1,Rc3#, 1... cxb4!

**1.Rc6!** ~ 2.Sb6#

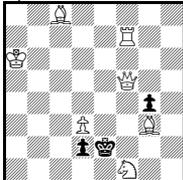
1... Sf~,Sfg5,Sd6 2.Qxe4,Qc1,Rxc5#

Transferred correction mates (Author).

The point seems to be in the subtle change that placing of the WR makes in deciding which black knight will perform the defensive chores (PE).

Only one half of the half-pin takes part in each phase, a bit artificial separation to my taste since all moves from both black knights with their

555a. Živko Janevski  
3.pl LP 2/1980



1.Qc5? Kxd3!, 1.Rc7!

corresponding white replies are feasible, even if not technically defending. Moreover, the try's rough refutation renders the try rather implausible and the actual key practically forced... (UA).

1.Rd6? cxb4! 1.Rc6!. Good strategy with a plethora of pins and interferences. Key and refutation are a bit brutal, though (HR).

### 559. Givi Mosiashvili

**1.Rg6?** ~ 2.Raxd6/Rgxd6#, 1... Bb4 2.Sb6#, 1... Sxg6 2.Bf3#, 1... Sf5 2.Bf3#, 1... f3!

**1.Qa3?** ~ 2.Qxd6/Rxd6#, 1... f3 2.Sf6#, 1... b4 2.Qa5#, 1... Bb4!

**1.Se4?** ~ 2.Rxd6#, 1... Bb4 2.Sb6#, 1... f3 2.Sef6#, 1... Bc6 2.Sb6#, 1... Sf5!

**1.Sc4!** ~ 2.Rxd6#, 1... Bb4 2.Sc6#, 1... f3 2.Sf6#, 1... Sf5 2.Bf3#, 1... bxc4 2.bc4#, (1... Bc6 2.Sc6/Sdb6# – note MV)

White combinations. Somov theme, simple change of mates (Author).

Interesting play on the C file and 4th rank enriched by good thematic tries by the line pieces (PE).

Interchange of Somov (B1) and Anti-Levman variations between try (1.Se4?) and solution (1.Sc4!) dictating which wS will mate on b6 and which on f6. Two further tries (with understandably double threats) abandon their Somov ambush, enabling corresponding refutations. Much enjoyed this combination of intensity and beauty. (UA).

Ahues mechanism after 1.Sc4!/1.Se4? Sf5 plus Dombrovskis 1.Rg6? f3!/1.Qa3? Bb4!. A good modern problem (HR).

### 560. Aaron Hisrchenson

**1.Qxd6?** ~ 2.Sef6#(A), 1... Bxd6 2.Sxd6#, 1... fxg4!(a)

**1.Qb6?** ~ 2.Sdf6#(B), 1... Rd4 2.Qxd4#, 1... fxg3!(b) [1.Qf6? fxg4!(a)/fxg3!(b)]

**1.Qg5!** ~ 2.Qxf5#, 1... fxg4(a) 2.Sef6#(A), 1... fxg3(b) 2.Sdf6#(B)

A harmonious Dombrovskis. Of course some of the elements are known but I have not seen this exact combination (PE).

Unblocks become line-openers to create a Dombrovskis with same square thematic mates. Rb5 plays an important role behind the scenes in making this happen (UA).

Excellent white line combination content. Again, refutations and key are a bit plump (HR).

### 561. Dragan Stojnić

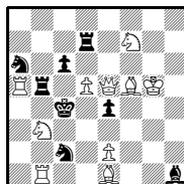
**1.Bxc6?** ~ 2.Qe3#, 1... Rfxd5 2.Sd2#, 1... Rxf3 2.d6#, 1... Rdxd5 2.Sd6#, 1... Sd4 2.Qxd4#, 1... Qh6!

**1.d6!** ~ 2.Sd2#, 1... Rd5 2.Qe3#, 1... Rxf3 2.Bxc6#, 1... Sxg3 2.Qd4#, 1... Rxd6 2.Sxd6#, 1... c3 2.Bd3#, 1... Rxc5 2.Sxc5#, 1... Qh6 2.Qxf5#

Lender combination (Rfd5,Rd3), transferred mates (Rdd5,Sd4 vs. Rd6,Sg3) (Author)

An amazing “Lender combination” mechanism with nice harmony of motifs (PE).

An interesting Lender, unfortunately anticipated by **561a** (UA).



**561a. Anatoly Vasilenko**  
*cm Fiskultura i Sport-60 1983*

1.Be6? (2.Qc3#) Rxb3,Rbxd5  
.d6, Sd2#, 1...Rxa5!; 1.d6!  
(2.Sd2#)

#2

10+8

Rxb3,Rd5 2.Be6,Qc3#

Difficult to see; besides the intended 1.Bxc6? Qh6! there are other suggestive possibilities like Qxc6 or Bxc4 detracting from the solution (HR).

### 562. Abdelaziz Onkoud

**1.Bc4?** ~ 2.Bb4#(A) [2.Sd3?(B)]

1... Bxc4 2.Qxc4#, 1... Sa2/Sd5 2.Rd5#, 1... Sc8/Sc6 2.Rc6#, 1... Saxb5!(a)

**1.Rb4?** ~ 2.Sb3#(B) [2.Bb4?(A)]

1... Bd1/Bc4 2.Qc4#, 1... Sc~ 2.Rd5# , 1... Qe6 2.Sxe6#, 1... Scxb5!(b)

**1.Qg1!** ~ 2.Qxd4#

1... Saxb5(a) 2.Sb3#(B), 1... Scxb5(b) 2.Bb4#(A)

1... Sd5 2.Rxd5#, 1... Sc6 2.Rxc6#, 1... Qh1/Qd3/ Qe3 2.Se6#

Nice threat separation in the tries and dual avoidance in the solution in this “Hannelius problem” (PE).

Each try spoils one mating possibility (for different reason), so white has to keep everything in place. Hannelius combined with dual avoidance (in solution) and black correction (in tries). (UA).

1.Be4?/Rb4! Saxb5/Scxb5! was easy to spot; the key 1.Qg1 is fiendishly sneaking in through the back door (HR).

### 563. Živko Janevski

1... Bb2 2.??

**1.S~?** ~ 2.Qe5#, 1... Se7!, 1... Bb2 2.Qb5#

**1.Sc6!**? Sd7!, 1... Bb2 2.Sb4# (2.Qb5?)

**1.Sd7!**? Sc6!, 1... Bb2,Se7 2.Sxb6(Qb5?),Se7#

**1.Sg6!**? Qxg5!, 1... Bb2,Se7 2.Sxf4(Qb5?),Se7#

**1.Sg4!!** Bb2,Se7 2.Qb5,Sf6#

1... Sc6,Sd7,Qxg5/f6 2.Qxc6,Qa8,Qxf7,Qe6#

Four correction changed mates, Task! (Author).

A study in white correction – with clear logic and entertaining (PE).

Interesting try-play of Se5, taking care of a number of black defences in alternating ways, while at the same time creating a mistake that allows one of them as refutation. I would suggest that tries 1.Sxf7 and 1.Sxd3 should better be ignored, being weaker than the rest in having either a double threat and/or duals after 1... Bb2 (UA).

The Se5 has a bad habit of standing in the way everywhere when trying to tie up his colleague on g8. Additional changed attacks against 1... Bb2. (I

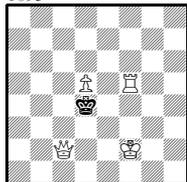
overlooked the mate on b5 and thus couldn't find a solution.) Best 2# of issue. No "5", though, in view of R. Lincoln's Schwalbe prizewinner of 1995. [See my homepage] (HR).

### Threemovers

#### 564. Mihail Croitor

1.Rh6? Kxf5 2.Kg3 Kg5 3.Qh5#, 1... Kg5!  
1.Qe6/Qe8? Kf3 2.Rh4 Kf2 3.Rf4#, 1... Kg4!  
1.Qe7? ~ 2.Kg2 Kg4 3.Qg5/Qh4#, 1... Kf3 2.Rh4 Kf2 3.Rf4#, 1... Kg4!  
**1.Kg1!** Kg3 2.Qc4 Kf3 3. Rh3#

**564a.**  
**Darso J. Densmore**  
*Philadelphia Enquirer*  
1893



#3 4+1  
1.Ke1! Kc3 2.Qa4 Kd3  
3.Rf3#

Simple miniature, may be have a predecessor, but I can't find it (Author). Unfortunately for author, Ion Murarasu reports one (564a). Try and solution are remotely related (by their 2nd move) and the mates are model, but this is not even remotely enough. I suppose the composer meant 1.Qe8? as try, but why not choose another move up the line? (UA).

#### 565. Vladimir Kozhakin

1.Se3! e5 2.Qc2 Kd4 3.Qc4#, 1... Ke2 2.Qc2 Ke1, Kf3 3.Bh4, Qg2#, 1... Kd2 2.Qc2 Ke1 3.Bh4#, 1... Kd4 2.Qc4 Ke5 3.Qf4#. (1.Qe6? Kc2 2.Qe3 Kd1 3.Qd2#, 1... Kc3! 1.Sa3? Kd4 2.Bf4 Kd3 3.Qc4#, 1... Ke2!)

A pile of unrelated moves (UA).

#### 566. Alena Kozhakina (15 years)

1.Qh1! Se7 2.Qh8+ Sg8 3.Qg8#, 1... Sd6 2.Rxd6 Kc8, Ke8 3.Qa8, Qh8# (1.Qa2? Se7! 1.Kf7? Sb6!)

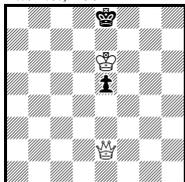
Dreary corner visits (UA).

It was impressive to get another woman to compose and as impressive is her problem. The white queen visits all four corners but it's not as perfect as I first thought.

How I solved it:

Well, for some time I couldn't get around to solve it but today (June 21) I finally found there must be a deeper sense with all those pieces placed on a1-h8 and the white queen on a1. So my first thought was 1.Qa8 and it looked to solve the thing after 1... Ke8 2.Qh1 but 2... Se7 intercepts. So I came to the second (and a good one

**566a. Siegfried Hornecker**  
*Internet, 2007*



#2 2+2  
1.Qb2? Kf8!  
1.Qh2? Kd8!  
1.Qxc5!

indeed) thought of 1.Qa8 Ke8 2.Qa3 with zugzwang but Black can prevent the mate by 2... Sd6 (and 2... Bxb5, sadly).

So I thought about another way to approach either g8 or h8. Since it is clear 1.Qa2 or 1.Qg1 won't work due to 1... Se7 only 1.Qh1 remained. And of course it worked.

I still regard the move Sd6 and Rxd6 as a flaw.

I composed and published something similar but not as beautiful since without the queen moving into all corners some time ago – 566a (SH).

#### 567. Vladimir Kozhakin

1.Bd4! Kc2 2.Sd2 Kc1 3.Rc6#, 1... Ka2 2.Sd2 Ka3 3.Ra7#, 1... Ka4 2.Bd1 b3 3.Bb3#, 1... Kc4? 2.Be6# (1.Rb6? Kc2 2.Sd2 Kc1 3.Rc6#, 1... Kc4 2.Be6 Kc5 3.Bd4#, 1... Ka4 2.Bd1 b3 3.Bb3#, 1... Ka2!; 1.Be5? Kc4!)

From such kind of position one expects few model mates. Unfortunately, there is only one here, with BK on c1 (MV).

#### 568. Mihail Croitor

1. Sg4! ~ 2. Bb5+ Kxd5 3. Sf6#, 1... Bc6 2. Bg6 ~ 3. Se3#, 2... Kxd5 3. Se3#, 1... Kd3 2. Bg6+ Kc4 3. Se3#, 1... Kxd5 2. Sf6+ Kc4 3. Bb5#

This threemover has only two model mates; without pawn e5 all mates are models, but there is a cook... (Author).

Pe5 spoils the models and robs the problem of any hope (UA).

#### 569. Petrašin Petrašinović

1.Ra6! (~) 1... d5 2.Qxg7 Ke4 3.Qxg4#, 1... Ke4 2.Qh5 ~ 3.Qf3#, 1... Kg4 2.Qg6+ Kh4 3.Bf2#, 1... g6/g5 2.Qxf6+ Ke4 3.Qf3#, 2... Kg4 3.Qg5#

Note: "try" 1.Sf8? Ke4/Kf4/g5!

From first look we can see that the white rook is out of play. This detail suggests that the first move needs to be by this rook.. (MC).

#### 570. Leonid Makaronez

1.Sh5? ~ 2.Qf4+ Kd5 3.Sf6#, 1... bxa6 2.Qc5+ Ke4 3.Be6#, 1... Kd5 2.Sc7+ Ke5 3.Qf4#, 1... Rf1!

1.Sc5? ~ 2.Sd3#, 1... Be2 2.Qe4+ Kd6 3.Sb7#, 1... Re3 2.Sb7 ~ 3.Qd6#, 1... Bc2!

1.Bc8! (~) 1... bxa6 2.b7, 1... g3 2.hxg3, 1... Be2 2.Qe4+, 1... Bf3 2.Qe7+, 1... Re2 2.Sg4+, 1... Re3 2.Qc5+

The main idea is overwhelmed by the forest of distracting repetitions (UA).

#### 571. Leonid Makaronez, Leonid Lyubashevsky

1.Bh3! ~ 2.Rg5+ Kxf4 3.Rf5#, 2... Kd4 3.c3#, 1... ef2 2.Rg5+ Kd4 3.e3#, 1... Se4 2.Sc4+ Kd4 3.fxe3#, 2... Kf5 3.Rh4#, 1... Se6 2.Sd3+ Kd5 3.c4#, 1... Qd5 2.Sg6+ Ke6 3.Re4#, 1... Qe4 2.Sf7+ Kf5 3.Rh4#, 2... Kd4 3.c3#, 1... Kd4 2.Rg5 ~ 3.c3#

Any rumor of simple self-blocks making comeback lately? (UA).

**572. Miodrag Mladenović**

1.Sd4! ~ 2.Bd3+ Kxd5 3.c4#  
 1... Bd~(f8-b4) 2.Qh4+ Qf4/f4 3.Qxf4/Qxh7#  
 1... Bc7!?(a) 2.Sdf3 ~ 3.Sd2#  
 1... Be5!!?(b) 2.Ke6 ~ 3.Bd3#  
 1... Bf4!!!?(c) 2.Qxh7 ~ 3.Qxf5#  
 1... Bg3!!!!?(d) 2.Qh5 ~ 3.Qf3#  
 (a) = preventing Bxb4, (b) = preventing Qe5, (c) = preventing Qf4, (d) = preventing Qg3

Quaternary black correction. bB as thematic piece (Author).

Misha strikes again with 5th degree correction play (provided you are willing to accept the passive non desertion of guard as true correction). Economical and natural looking setting, using the well known by now Q/B device (UA).

**Moremovers****573. Vladimir Kozhakin**

1.Qh1! (~ 2.Qb7 ~ 3.Qb5,Sc6,Sb3#) a1Q 2.Qd5 Kb4 3.Qc4 Ka3,Ka5 4.Qb3,Qb5#, 2... Kb6 3.Qc6 Ka5 4.Qb5#, 2... Ka6? 3.Qb5#, 1... Kb4 2.Qc6 (~ 3.Qc4,Sd3...) a1S! 3.Sd3 Ka3,Ka5 4.Qa6,Qb5#, 2... Ka3? 3.Qc3# (1.Qh2,Qh3? Kb6,Kb4!)

A typical Kozhakin; a problem in which one wonders how he finds all these wonderful miniature positions that are never trivial (SD).

**574. Borislav Stojanović**

1.Qh5! b5 2.Qxc5 e5 3.Bxb5 ab5 4.Qa7#; 1... e5! 2.Bb5!Kxb5 3.Qe8+ Ka5 4.Qa4# , 2... c4 3.b4+ Kxb5 4.Qe8# , 2... ab5 3.Qe8 b4 4.Qa4# , 2... e6 3.Qe8 ab5,c4 4.Qa8,b4#

I confess to having a love of congested pawn formations in directmates. This problem is the best of the bunch for me for that reason and my favorite variation is where the WQ takes the place of the bishop on a4 for mate... The delayed sacrifice is attractive and only the rather obvious key detracts. However, I should note I tried to set something up that would be superior and failed miserably; and I should also note that the key does make optimum use of the queen's geometric capabilities: h1-h5-e8-a4 is quite a trip! I wonder if the queen's longest move 1. Qh8, is meant as a try?

Like many who also compose, I found trying to figure out the need for Pb7 (easy) and Pe7 (hard) an intriguing exercise... (SD).

**575. Petrašin Petrašinović**

1.Bd3! ~ 2.Sf5+ Ke5 3.Bd6#; 1... Bxd3 2.Rxd3+ Ke5 3.Re3+ Sxe3 4.Bc3#, 3... Kd4 4.Re4#; 1... Se3 2.Se2+ Ke5 3.Sf7+ Kd5 4.Rc5#; 1... c5 2.Sf5+ Ke5 3.Rxc5+ d5 4.Rxd5#; 1... Ke3 2.Bc5+ Kd2 3.Se4+ Ke1 4.Sg2#; (1... Ke5 2.Rc5+ Kd4 3.Sf5#)

An impressive problem that I feel compelled to rate highly as I couldn't solve it – nor do I pretend to fully understand it even now. It's an impressive

collection of mates and the key has to rank up there... He's a composer I would like to see more of in the future... (SD).

**576. Borislav Stojanović**

1.Sc3! Ke5 2.Sbd5 Kd4 3.Qxh4+ Kd3 4.Qa4 Kd2 5.Qd1#, 3... Ke5 4.Qf4 Kc6 5.Qc7#; 2... Kd6 3.Qe3 ~/Kc7 4.Qe7+ Kc6/Kc8 5.Qc7#  
 1... Kc5 2.Sed5 Kd6 3/Qe3 h3 4.Kxh3 Ke6 5.Qf6#; 2... Kc6 3.Kb8 4.Qc8+ Ka7 5.Qa8#, 3... Kb5 4.Qc4+ Ka5 5.Qa4#, 3... Kd6 4.Kh3 Ke6 5.Qf6#; 2... Kb5 3.Qc8 h3 4.Qc4+ Ka5 5.Qa4#

Not hard, but it looks like the letztform for this particular matrix – which of course, since it is 4+2, one can find in Nalimov... I spent some time in Nalimov with this material and matrix and found nothing better. A pleasant multimove miniature (SD).

A very good problem (JR).

**577. Borislav Stojanović**

1.Kxg5 Rc6 2.Kf5 R6xc5 3.Qb7 Rc6 4.Qe7 R3c5 (4... R6c5? 4.Qh4) 5.Qg5 Rc3 6.Qg3 R6c5 7.Qh4 ~ 8.Qxe4#; 1... Rc5 2.Kf5 Sc3 3.bc5 Kxc5 4.Qxe5+ Kxc6 5.Bf7! Sd5 6.Bxd5+ Kc5 7.Be6 Ke6 8.Qc5#

1.Kg6? Rxc6 2.Kf5 Rc5 3.Qxb7 Rc6 4.Qe7 R6c5! 5.Qh4??

Alternative: Pg5→h7, without the try, but better position (?) (Author).

I hate to rate this too lowly, especially if I didn't solve it correctly... but its rather a mess of a position that if I solved correctly, has a unique beginning but several mate and next-to-last move duals at the end. If I am wrong about the messy end, I certainly would rate it a bit higher – but compared to the same author's mini, its' still well, a bit of a mess... . But who says you can have everything? (SD).

**578. Anatoly Styopochkin**

1.Be6+? fxe6+ 2.Kxe6 Bxh3!  
 1.Sd4+ Kc6 2.Sc2 Kc6 3.Bf5 Bxf3 4.Bd7+ Kd5 5.Bc8 Kc6 6.Sd4+ Kd5 7.Sf5 Kc6 8.Be6! fe6+ 9.Kxe6 Bg4 10.hg4 ~ 11.Sd4#; 10... Re7+ 11.Sxe7#

The Roman theme (theme of 7th WCCT) (A)

A nice problem in which, like almost all such problems, my only critique is that the thematic end is known in advance. However the author displays many nice touches to this known idea; especially the bishop sacrifice, which was not expected, although it came flowingly into the solution... (SD).

**Endgames****579. David Gurgendize**

1.Kg3 Be5+! 2.Sxe5 a1Q 3.Bb5+ Kg1/I 4.Se2+ Kf1 5.Sf4+ Ke1/II 6.Sf3+ Kd1 7.Ba4+ Kc1 8.Sd3+ Kb1 9.Nd2+ Ka2 10.Bb3#

I) 3... Ke1 4.Sc2+ ±

II) 5... Kg1 6.Sh3+ Kh1 7.Bc6#

A classical style study with beautiful mate (IA).

Really nice endgame, but the solution is mechanical (MC).

### 580. Richard Becker

1.Sc3(I) Sxa2(II) 2.Rb8+(III) Kf7 3.Rxb3 Sxc3 4.Rxa3 Se4(IV) 5.Rxa5 g6 (5... g5 6.Rxg5 Sxg5 stalemate 1) 6.Kh7 g5 7.Kh6 Kf6 8.Rb5 zz BTM(V) Bh1(VI)(8... Bf3 9.Rxg5 Sxg5 stalemate 2) 9.Ra5 zz BTM(VII) Bg2 10.Rb5 Bh3(VIII) 11.Rb4 Bf5 12.Rb1 g4(IX) 13.Rg1 Ke5 14.Kh5 g3 15.Kh4 Kf4 16.Rxg3(X) Sxg3 stalemate 3.

I) 1.axb3? a2 ♯; 1.Sxa3? bxa2 ♯

II) 1... bxa2 2.Sxa2 =; 1... b2 2.Rf5+ Ke7 3.Rxa5 Sxa2 4.Sb1 =

III) 2.Rxb3? Sxc3 3.Rxa3 Se4 4.Rxa5 Sd6 5.Ra4 Sf7+ 6.Kh7 Be4+ ♯; 2.Sb1? a4 3.Rf5+ Ke7 4.Rf4 Be6 ♯

IV) 4... Sd5 5.Rg3 Be4 6.Rxg7+ Ke6 7.Ra7 =

V) 8.Rd5? Bh3 9.Rd4 Bf5 10.Rd1 Sf2 11.Rg1 Sh3 ♯

VI) 8... g4 9.Kh5 Bf3 10.Kh4 Sd6 11.Rb6 Ke5 12.Kg5 g3 13.Kh4 Sf5+ (13... g2 14.Rb1 =) 14.Kh3 Kf4 15.Rb4+ =; 8... Bf1 9.Rb4 Sd6 10.Rb6 =

VII) 9.Rd5? g4 10.Kh5 g3 11.Kh4 (11.Kg4 g2 12.Rd1 Sf2+ ♯) 11... g2 12.Rd1 Kf5 (Ke5) 13.Rg1 Kf4 ♯

VIII) 10... Bf1 11.Rb4 Bd3 12.Rd4 =

IX) 12... Ke5 13.Rg1 Kf4 14.Rf1+ Kg4 15.Rh1 Kg3 16.Rf1 Kg4 17.Rh1 Kf4 18.Rf1+ =

X) 16.Rf1+? Ke3 17.Rxf5 g2 ♯

Three stalemates are realized in a background mutual zugzwang (IA).

An interesting position that I believe requires a *zwischenenschach*.. and not for obvious reasons... a nice touch (SD).

### 581. Arpad Ruzs

1.Rg2(I) Ne1! 2.Bxe4!(II) Sxg2(III) 3.Bf3!(IV) Rh2 (3... gxf3 stalemate; 3... Kh2 4.Bxg2 stalemate) 4.Be4 Rh3(4... h3 5.Bf3 gxf3 stalemate) 5.Bf3 positional draw – perpetual pinning

I) 1.Bxd3? g2+! ♯ (1... exd3? 2.Rg2 d2 3.Rg1+ Kh2 4.Rg2+ Kh1 5.Rg1+ perpetual check)

II) 2.Rg1+? Kh2 3.Bxe4 g2+ ♯

III) 2... Sf3 3.Rg1+ Kh2 4.Rg2+ Kh1 5.Rg1+ perpetual check

IV) 3.Bxg2+? Kh2 mutual zugzwang – virtual stalemate

Mutual stalemates and positional draw with perpetual pinning (IA).

I feel discomfort with black rook's "house" (MC).

White + black stalemate!! (IM).

### 582. Darko Hlebec

1.Sd4/I Sb5+ 2.Sxb5 c2 3.Sc3+ Bxc3 4.Rb6+ Bb4+! 5.Rxb4+ Ka1 6.Rb1+!/II Kxb1/III 7.Bd2 c1Q 8.Bxc1 Kxc1 9.h5 d4 10.h6 d3 11.h7 d2 12.h8Q d1Q 13.Qb2#

I) 1.Rxd5? c2 2.Rc5 Bc3! 3.Rxc3 Sb5+ =

II) 6.Rc4? dc4 7.Bd2 Kb1 8.h5 c3 9.Be4 c1Q 10.Bxc1 Kxc1 10.h6 c2 =

III) 6... cb1Q 7.Bc3+ Qb2 8.Bxb2+ ±

The young author presents some interesting and sharp play (IA).

The introduction (1. Sd4 to 5. ... Ka1) is easy to solve but then I was stuck. I didn't find the point at all. According to the FDGP theory, this is a great study since there's a good flow, the move 6. Rb1+!! (which my computer had to show me and I doubt I would've found it even though I was relatively sure I was correct until then but trying at 6. Rc4 didn't give a solution...) is not only paradox but also deep since one would have to see the final position before he can execute this move. When my computer showed it to me I couldn't believe it since it didn't seem to change a thing. Only at the second-last move I realized there was a checkmate out of nothing.

It's one of those studies with an impressive move but that lack a good finish (well, it's checkmate, at least). I wouldn't consider it to be the best study I've ever seen but surely one of the better ones. It seems to lack a try and black counterplay.

I'll still rate it 4 out of 5 for quality (if I could choose 0 out of five, too, I'd probably rate it 3 due to the flaws said above; I think 3 is too low now and 4 too high) and 3 of 5 for difficulty since the intro was good to solve and normally I should have seen the sixth move (sadly I only thought about 6. Rb2 – seeing the bishop can be taken after 6. ... c1Q 7.Bc3 – and 6. Rc4). I'd like to see more of such studies.

If I had to judge it, I'd most probably give on first impression a – however, low – ranking (e.g. commendation or honourable mention). I think someone else could rate it higher, though.

PS: Looking at it again, I think it would deserve a prize but only if the sacrifice has not been shown before (SH).

### 583. Ihram Aliev

1.Rf1! Qxa3 (1... Qxf1 stalemate) 2.Rf2+ Kb1 3.Rf1+ Kc2 4.Rf2+/I Kc1 5.Rf1+ Kd2 6.Rf2+ Kd1 7.Se3+!/II Qxe3/III 8.Rf1+ Kd2 9.Rf2+ Ke1 (9... Qxf2 stalemate) 10.Rf1+ Ke2 (10... Kxf1 stalemate) 11.Rf2+ Kd3 (11... Kxf2 (Qxf2) stalemate) 12.Rf3! Qxf3 stalemate, or 12... Ke4 13.Rxe3+ Kxe3 14.Kg2=

I) 4.Se3+? Kd3 ♯

II) 7.Rf1+? Ke2 ♯

III) 7... Kc1 8.Rf1+ Kd2 9.Sc4+; 7... Ke1 8.Sc2+ Kxf2 9.Sxa3 Sc5 10.Sc4 Se4 11.Se5 Kf1 12.Sd3 Sc3 13.Se5 Se4 14.Sd3=

"Parade" of stalemates! (IA).

Stalemate endgame! Very easy to find the solution! (IM).

**584. Gerd Wilhelm Hörning, Gerhard Josten**

1.h7 Qc2(I) 2.Bd3 Qxd3 3.Qf1+ Qxf1(II) 4.Bd4 Kf7(III) 5.h8Q Kg6 6.Qg8+ Kf5 7.Qxd5+ Kg6(IV) 8.Qg8+ Kf5 9.Qf8+ Ke4 10.Qxf1 axb2(V) 11.Bxb2±.

I) 1... d4 2.Bc4 Qxc4 3.Qf1+ Qxf1 4.Bxd4 Kf7 5.h8Q ±; 1... Bg6 2.Bc4 Qa4

II) 3.Qf1+ Bf7 4.Bd4 ±, 3... Bf7 4.Qxd3 ±

III) 4... Qf7 5.h8Q+ Qg8 6.Qf6+ ±

IV) 7... Kf4 8.Qe5+ Kg4 9.Qg7+ ±

V) 10... Kxd4 11.Qxc1 ±

Not obvious sacrifices of white pieces (IA).

**Selfmates****585. Bojan Vučković**

1.Bd1! (~) 1... Rg5 2.f8R+ Bf7#, 1... Rxh5 2.f8S+ Bf7#, 1... Rf6 2.Bxe5 Bxf7#, 1... Rxf7 2.Qf4 Rxe7#, 1... Rxf3 2.Bxf3 Bxf7#, 1... Rf4 2.Qxf4 Bxf7#

Entertaining discovered checks (UA).

Minor white promotions with a good key which establishes the zugzwang (1.Bd1!)!! (IM).

It's not as easy as it looks like – well, not for me but it will be for most experienced solvers. It is clear (well, for me it was after trying to catch the black rook) the white king must be mated by bBf7 after promotion so White has to remove his bishop from a2-g8.

1.Bd1! only will do since 1... Rxf3 is answered by 2.Bxf3 with zugzwang.

1... Rxf7 2.Qf4! also leads to checkmate so we get to the thematic variation

1... Rg5 2.f8R+ Bf7 mate where the rooks both are pinned. Such themes were often used in studies for stalemates some time ago (SH).

**586. Milomir Babić, Rade Blagojević**

1.h8=Q ~ 2.Qe6+ Bd6 3.Se5+ Kc7 4.Qf7+ Be7 5.Qc8+ Kd6 6.Qd5+ Rxd5 7.Rxb6+ Sxb6#

1... Rxg3 2.Se5+ Kd6 3.Qcf8+ Kxe5 4.g8Q+ Kf4 5.Qhh6+ Ke5 6.Qd5+ Rxd5 7.d4+ Rxd4#

1... Bxf5 2.Qce8+ Bd7 3.Sd8+ Bxd8 4.Kd3+ Kd5 5.Qf7+ Be6 6.Qhh5+ Bg5 7.Qf5+ Bxf5#

1... Bxf3 2.Qe6+ Bd6 3.Qhe8+ Kc7 4.Qd8+ Kc6 5.Qe4+ Bxe4 6.Se5+ Bxe5 7.Bxb5+ ab5#

Four full-length lines (with queen sacrifice) in a 7-mover – possibly a task?! (Authors).

Two black unpins (Rb5+Bc7) but with 3 wQ. Too expensive price!! (IM).

**587. Torsten Lins**

1.Sb4+ Ke6 2.Qb6+ Ke5 3.Sd3+ Kd5 4.Rd7+ Kc4 5.Se5+ Kc3 6.Se4+ Kc2 7.Qf2+ Bd2 8.Sd3 Kd1 9.Sb4 Kc1 10.Qf1+ Be1 11.Rb7 Kd1 12.Ka1 Kc1 13.Sf2 Kd2 14.Qd3+ Kc1 15.Qe3+ Bd2 16.Sa2+ Kc2 17.Qc3+ Bxc3+ 18.Rb2+ Bxb2#,

1.Se7+ Ke6 2.Qd5+ Kf6 3.Se4+ Kg7 4.Qg8+ Kh6 5.Sf5+ Kh5 6.Rh7+ Bh6 7.Se7 Kh4 8.Qg2 Kh5 9.Kb3 Kh4 10.Kc4 Kh5 11.Kd5 Kh4 12.Ke6 Kh5 13.Kf7 Kh4 14.Kg8 Kh5 15.Kh8 Kh4 16.Sg8 Kh5 17.Qh3+ Kg6 18.Rg7+ Bxg7#

Echo (Author).

Incredible echo for first prize!! (IM).

**Helpmates****588. Bojan Vučković**

a) 1.Sd5 Bxd6 2.Se3 Bb4#, b) 1.d5 Sxd5 2.Kxd1 Se3#

This was composed for the h#2 quick tourney in Wageningen. The set theme was: In part (a) one black piece makes both moves. Part (b) is formed by changing the colour of that piece. This white piece makes the same moves as the black piece did (HF).

**589. Colin Sydenham**

B→: 1.Rg4 Bf6 2.Rg6 Rh4#, 1.Kh6 Rg4 2.Rh5 Bxg7#; W→: 1.Bc1 Rd4 2.Kb2 Rxa4#, 1.Ra5 Bd4 2.Ka4 Bxb2#

The composer's aim was to show four model mates in a duplex h#2, so I think that the rather plain and slightly unbalanced play in the first set of solutions can be justified (HF).

Another Sydenham well-matched duplex (SD).

This one was a difficult one to me. I liked the discovered mates delivered by Black but I don't see any thematic combination with the "normal" ones. Or is it just me since I'm no helpmate expert?

(finding 1.Ra5 Bd4 2.Ka4 Bd2# took longer, maybe 15 to 30 minutes for this and the second BTM solution) (SH).

**590. Anatoly Stypochkin**

a) 1.Sa4 Rc1 2.Rd5 Bc4#, b) 1.Ra5 Ba6 2.Sd5 Rc4#

Reciprocal black roles and anti-critical white moves with model mates on the same square (HF).

This is in my opinion a nice helpmate. Once I found the white rook must cross c4 everything was very easy.

First a black piece moves away, then a white unit crosses the critical square c4 and the square where the black piece stood. Finally Black obstructs c4-g8 and White goes to c4 with the other piece. I think it is of high quality (SH).

**591. Christer Jonsson**

1.Be6 Rg8 2.Qe4 Bg3#, 1.Rf6 Bc3 2.Qg5 Ra4#

A nice Meredith showing familiar anticipatory interferences for wK shield with model mates (HF).

Ok, of course I see the full content but it's hard to describe. It runs as follows:

1.X moves; Y moves 2.Queen moves, using the interruption by X; Z mates (SH).

**592. Zoran Gavrilovski**

a) 1.Kd2 Rxg3 (Bxg5?) 2.Bd3 Bxe3#; b) 1.Kd3 Bxg5 (Rxg3?) 2.Rd2 Rxe3#

White tempo moves, reciprocal dual avoidance, self-blocks by the unpinned piece, ODT, reciprocal play of the black pieces on d2 and d3, mates on the same square (Author).

**593. Chris Feather**

a) 1.Kc4 Qh7 2.Rf4 (A) Qc2# [2.Rf3? (B) guard of mate square / 2.Rf5? (C) interference]  
 b) 1.Kc6 Qh4 2.Rf3 (B) Qc4# [2.Rf5? (C) guard of mate square / 2.Rf4? (A) interference]  
 c) 1.Kb5 Qh3 2.Rf5 (C) Qb3# [2.Rf4? (A) guard of mate square / 2.Rf3? (B) interference]

Cyclic triple avoidance with unified motivations (HF).

**594. Christer Jonsson**

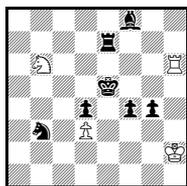
1.Sc7 d3 2.Sxd3 Qb4#, 1.Se7 d4 2.Bxd4 Qxg3#

The white Qc3 may seem apparently uneconomic, since the mates could be delivered by a bishop (on c1 or e1, for instance, with some re-arrangements), but the composer has rightly decided to have the mating piece standing on c3 so that the diagonal e5-a1 is closed, which cleverly avoids some nasty cooks (HF).

**595. Andreas Schönholzer**

1.Sb4 Sb3+ A 2.Kc4 Rxc5# B; 1.Rh4 Rxc5 B 2.Re4 Sb3# A; 1.Sd5 Rf4+ C 2.Ke5 Sc4# D; 1.Rd6 Sc4 D 2.Rd5 Rf4# C

The composer submits a Meredith version, which replaces the original.



**Andreas Schönholzer**  
595v Mat Plus 2007

1.Sc5 Sc4+ 2.Kd5 Rd6#  
 1.Rf7 Rd6 2.Rf5 Sc4#  
 1.Re6 Sd5 2.Bd6 Rh5#  
 1.f3 Rh5+ 2.Kf4 Sd5#

h#2 4111 4+7

Two pairs of reciprocally changed white moves (Author).

**596. Anatoly Styopochkin**

a) 1.Sc2 Ra3 2.Se3 d3#, b) 1.Sxb5 Ba3 2.Sd6 Rc5#

Black-White Platzwechsel with anti-critical white moves and black interferences (HF).

**597. Anatoly Styopochkin**

1.Qxb4 fxe8=Q 2.Kb5 Qxc6#, 1.cxd5 fxe8=R 2.Kc6 Rc8#, 1.Kxb4 h8=Q 2.c5 Qb2#, 1.Kxd5 h8=R 2.Ke5 Rh5#

TF helpmate featuring captures of white pieces and two pairs of Q/R promotions (HF).

**598. Ivan Denkovski, Gligor Denkovski**

a) 1.Qxb5 Rxb5 (Qxb5+?) 2.Bxd4 Rb3#  
 b) 1.gxh3 Bxh3 (Qxh3+?) 2.Rxe4 Bf1#

Dual avoidance based on harmful checks combined with black direct self-pins (HF)..

Had taken me some 15 minutes before I turned to the computer for advice (UA).

**599. Menachem Witztum**

1.Qc5 Sxe5! (S~?) 2.Sxe5 (Sc5??) Rxe3# (f3?)  
 1.Sc5 Sxd4! (S~?) 2.Qxd4 (Qc5??) f3# (Rxe3?)

A novel presentation of the always interesting Anti-Ziel-Element theme: combination of mutual square obstructions with compensating active sacrifices (HF)..

Black has to open two lines and it turns out bQ and bS obstruct reciprocally on c5, so that they have to be enabled to reach d4 or e5. As a consequence, only one of two possible mates is chosen (JL).

**600. György Bakcsi, László Zoltán**

a) 1.Ka2 Kd5 2.Kb3 Kc5 3.Kxa4 Bxc2#  
 b) 1.Kc1 Ke4 2.Kxd1 Kd3 3.c1=R Sb2#

This was very pleasant to play through, and the twinning makes it a very interesting Zilahi (SD).

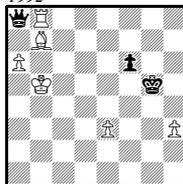
**601. Nikolay Argunov, Yuri Gordian**

1.Kc5 Ba1 2.Qb2 Rd8 3.Qb5 Bd4#  
 1.Kb5 Ra8 2.Qd8 Bf8 3.Qb6 a4#

Quite well-known bicolor Bristol manoeuvres with model mates.

**601a.**

**Christer Jonsson**  
1.pr U.S. Problem Bulletin  
1992



h#3\* 6+3  
 \*1...Rh8 2.Qg8 Bc8 3.Qg6  
 h4#  
 1.Kf5 Bh1 2.Qg2 Re8  
 3.Qg5 Bc4#

**601b.**

**Nikolay Argunov**  
1.hm S. Ilyasov MT,  
Molodov 2006



h#3 311... 4+9  
 1.Kb5 Ra8 2.Qb8 Bf8  
 3.Qb6 a4#  
 1.Kc5 Ba1 2.Qb2 Rd8  
 3.Qb5 Bd4#  
 1.Ka6 Bd4 2.Qc5 Rg7  
 3.Qb5 Ra7#

In fact, this is **anticipated** by 601a, as pointed out by Guy Sobrecases. I still wonder how I missed to remember such a classic at the very first sight...! I have meanwhile also found a recent piece of work by one of the composers, where three such manoeuvres are presented at the cost of a repeated self-block, see 601b (HF).

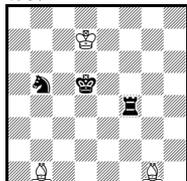
**602. Christer Jonsson**

1.e5 Bh2 2.Kd4 Be4 3.Qc4 Bg1#  
1.e6 Bc8 2.Kd5 Sf7 3.Bc4 Bb7#

Skilful construction, but the core idea has already been shown with chameleon echo ideal mates in Miniature, see **602a**; Henrych's setting **602b** is lovely, too. The changed self-blocks on bK's departure square are apparently novel (HF).

**602a.**

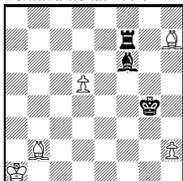
**Michael McDowell**  
*1.pr Ideal-Mate Review*  
1984



h#3 211... 3+3  
1.Rc4 Bh2 2.Kd4 Kc6  
3.Sc3 Bg1#  
1.Sd4 Ba2+ 2.Kc4 Kd6  
3.Sf3 Bb1#

**602b.**

**Miroslav Henrych**  
*2 cm Suomen*  
*Tehtävienikat 1994*



h#3 211... 5+3  
1.Be7 Ba3 2.Kg5 h4+  
3.Kf6 Bb2#  
1.Bg5 Bg8 2.Rf4 h3+  
3.Kf5 Bh7#

Pleasant switchbacks for mate separated nicely by each move of the pawn by a master of the “seemingly simple,” with the emphasis on “seemingly.” Excellent construction, as always, from this author (SD).

**603. Abdelaziz Onkoud**

a) 1.Sd6+ Re4+ 2.Kd5 Bb5 3.Sd4 Re5#  
b) 1.Sc3+ Be4 2.Kc4 Kh2 3.Bd4 Bd3#

Cute blend of black battery play, changed self-blocks and switchback mates (HF).

**604. Christer Jonsson**

1.b1=R Bxb6 2.Rxb6 Ka7 3.Rg6 Sf7#  
1.b1=B Sf3 2.exf3 Bb8 3.Bg6 Bf4#

Quite familiar blend of sacrifices in Zilahi form with black promotions for changed self-blocks. Pity there is a white tempo move only in one solution (HF).

The two solutions are exquisite in this Zilahi! The first wasn't hard, but the tempo was a nice touch, and seeing the first solution led down a pleasant logic path to find the corresponding solution (SD).

The double motivation for rook underpromotion is regrettable: Qg6 guards both f7 and g5, but on the way via b6 it would put white into zugzwang. But take the good of it: would it be possible to make zugzwang twice and in thematically pure setting? (JL).

**605. Slobodan Šaletić**

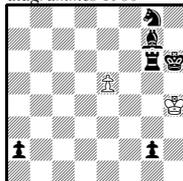
1.Bg7 hxg7 2.e1=B gxf8=Q 3.Bc3 Qf1#  
1.Sc7 bxc7 2.e1=S c8=S 3.Sd3 Sb6#

2 x black “Phenix” (Author).

I managed to find only **605a** with two black Phenix in a h#3. Alaikov's composition features an AUW and a sort of Pronkin (tailored to helpmates!) with the promoted pieces returning to the squares that the sacrificed used to be, but it is in zero-position and has the same W1 move. Searching for h#4 was more fruitful, refer to **605b**, **605c** and **605d** (HF).

**605a.**

**Venelin Alaikov**  
*diagrammes 1980*

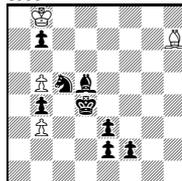


h#3 0-position 2+6

- a) ♗g2→h7  
b) ♜g8→h8  
a) 1.Bf6+ cxf6 2.a1=B f7  
3.Bg7 fxg8=S#  
b) 1.Rf6 cxf6 2.g1=R fxg7  
3.Rg6 gxh8=Q#

**605b.**

**Anatoly Stypochkin**  
*3-4 pr Moscow Tourney*  
1999

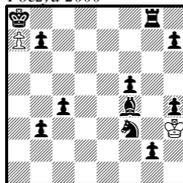


h#4 211... 4+8

- 1.Bc6 bxc6 2.f1=B e7  
3.Bg2 c8=Q 4.Bd5 Qh8#  
1.Sa6+ bxa6 2.e1=S a7  
3.Sd3 a8=Q 4.Sc5 Qa1#

**605c.**

**Yuri Gordian**  
**Gennady Kozyura**  
*4 hm Shakmatnaya*  
*Poezva 2000*



h#4 b) ♜a7→h5 2+11

- a) 1.Bb8 axb8=S 2.g1=B  
Sa6 3.Rb8 Kg2  
4.Ba7 Sc7#  
b) 1.Rg6 hxg6 2.g1=R  
gxf7 3.Rg8 h8=Q  
4.Rb8 Qa1#

**605d.**

**Chris Feather**  
*Broodings 2005*



h#4 211... 4+11

- 1.Rg5+ Kh2 2.Rg7 fxg7  
3.c1=R g8=S 4.Re5 Sf6#  
1.Bc5 Bf8 2.Be7 fxc7  
3.a1=B e8=S 4.Bd4 Sf6#

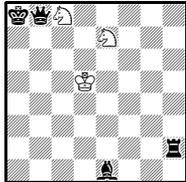
**606. Misha Shapiro**

a) 1.Qc6 Se8 2.Bd5 Sf6 3.Bg2 Sg4#, 1.Qg6 Se6  
2.Rg5 Sd4 3.Rg2 Sf3#

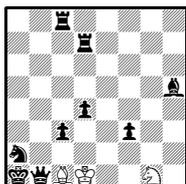
b) 1.Qg7 Sb5 2.Rg6 Sd4 3.Rg2 Sf3#

Quite familiar black Turton manoeuvres for replacement of a square-block, extended to three phases with a “technical twin” (HF).

606a.

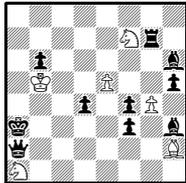
**Knud Hannemann***Dedicated to Lars Larsen  
1 hm Thema Danicum 1976*

h#3 b) – h2 3+4  
 a) 1.Qb1 Kc6 2.Rb2 Sd5 3.  
 Rb8 Sc7#; b) 1.Qh2 Kc6  
 2. Bg3 Sd5 3.Bb8 Sb6#  
 Black Turton



h#3 211... 3+9

606d.

**Aleksandr Pankratiev****Don Smedley***The Problemist 1989*

h#3 211... 6+10  
 1.Qxf7 g5 2.Be6 Bxf4  
 3.Ba2 Be1#  
 1.Qxh2 gxh5 2.Rg2 Sd6  
 3.Ra2 Sc4#  
 Black Turton; Zilahi

607. **Abdelaziz Onkoud**

1.Sc7 Ra5 2.Kd5 dxc7+ 3.Kc6 c8=Q#  
 1.Bxb4 Rxb4 2.Kc5 b7+ 3.Kc6 b8=S#  
 Unexpected promotion mates (HF).

608. **Henryk Grudzinski**

a) 1.Rd3 f4 2.Rc3 Bxf1 3.Rc4 Bg2#  
 b) 1.e5 Be3 2.Be6 Bh6 3.Rd5 Bf8#

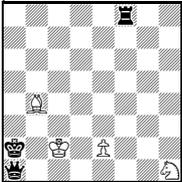
609. **Christopher J.A. Jones**

a) 1.Bf4 Rh4! (Rxf4?, Bh6?) 2.Ke3 Rxf4 3.Qd3 Rg4#  
 b) 1.Qf4 Bh6! (Bxf4?, Rh4?) 2.Ke4 Bxf4 3.Bd3 Bg3#

Black come-and-go sequences neatly combined with white reciprocal batteries, tempo moves and dual avoidance (HF).

Nice twinning to get two solutions, in which the first is of course the show-stealer, but as always the second solution is thematically and schematically

606b.

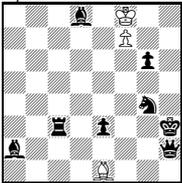
**Toma Garai***pr Thema Danicum 1976*

h#3 b) f8 4+3  
 a) 1.Qg1 Sg3 2.Rf1 Se4 3.  
 Ra1 Sc3#; b) 1.Qh8 Sf2 2.  
 Bg7 Sd3 3.Ba1 Sc1#  
 Black Turton

606c. **Felix Sonnenfeld***The Problemist 1984*

1.Qb8 Sc2 (Sx3?)  
 2.Rb7 Sxd4 3.Rb1 Sc2#  
 1.Qh7 Sxf3 2.Bg6  
 Sd2(Sxd4?) 3.Bb1 Sb3#  
 Black Turton; Dual avoidance;  
 Direct self-pin avoidance

606e.

**Raffi Ruppini***2 pr Problem 1957*

h#3 211... 3+8  
 1.Qb8 Kg7 (Ke8?)  
 2.Bc7 f8=Q 3.Bh2 Qf1#  
 1.Qb2 Ke8 (Kg7?)  
 2.Rc2 f8=Q 3.Rh2 Qf3#  
 Black Turton; Dual  
 avoidance

connected to the first, as in any Jones! I don't like the WPf6 but such minor constructional concessions are often necessary (SD).

610. **Anatoly Stypochkin**

1.S2c3 Sg4 2.Sxe4 Bxe4 3.hxg4 Bd5#  
 1.S4c3 Bg4 2.Sxe4 Sxe4 3.hxg4 Sc5#

Zilahi with white sacrifices for black tempo and black sacrifices for square vacation (HF).

611. **Boris Shorokhov**

1.Bxb3 Kf6 2.Bd5 Ke5 3.Bb7 axb7 4.Kc2 b8=Q  
 5.Kc3 Qb3#

Only after the black bishop vacates the mate square, he can return for the sacrifice (HF)

612. **Borislav Stojanović**

1.Bf3 Bxf3 2.Ke3 Kd1 3.Kf2 Bxh1 4.Kg1 Bxd5 5.g2  
 Ke2 6.Kh1 Kf3 7.g1=B Kg3#

Kniest, Phenix, black king march, white royal battery with Indian (HF)

Phoenix thema! But too many captures! (IM).

Typical Stojanovic, I've enjoyed his helpmates for a few years now and he always offers something worthwhile. He knows how to make optimal use of the pieces in these medium length helpmates (SD).

613. **Borislav Stojanović, Milimir Babić**

\* 1.Bc4 Kg8 2.Bb3 axb3 3.Kb5 b4 4.Kc6 b5+ 5.Kd7  
 b6 6.Sg7 bxc7 7.Ke8 c8=Q#  
 1... Kg8 2.c5 Kh8 3.Ra7 Kg8 4.Bb7 Kf7 5.Bf3+  
 Kxe6 6.Bd1 Kd5 7.Ra5 Kc4 8.Bb3+ axb3#

Tricky zugzwang featuring Excelsior in the set line and a well-hidden black manoeuvre to allow the wK march in the solution (HF).

614. **Frank Richter**

1.Bg1 Kxg1 2.Kg4! Kh1 3.Kf5 Kg1 ... 10.Kb4 a3+!  
 11.Kxa3 Kh1 12.Kb4 Kg1 13.a3 Kh1 14.a2 Kg1  
 15.a1=Q Kh1 16.Qf6 Kg1 17.Qf7 gxf7 18.Ka5 f8=Q  
 19.Ka6 Qa8#

“Seeschlange” with white tempo move and some possibilities for the black king (Kxg6?, g4?) (Author)

Given that the nature of the a3(+) tempo is not known yet (in some positions the BK has captured the white bishop, necessitating such a tempo), and his roundabout trip is nice – a lot of good work in the early going is almost spoiled by the hackneyed ending, well known in long helpmates.

This is always a dilemma in long helpmates, and my preference is for non-promotion helpmates in such “Sea Monsters”. But in this one, I would have been OK with it with a black sacrifice on h7, with White promoting on h8, and the BK on a5. Then we have the pretty appearance of a long queen sweep and a king who has taken exactly the opposite side of the board. But with nothing to hold c3, I expect perhaps too much of the composer!

But still good work by the author in making the early play interesting, which deserves praise! (SD).

## Fairies

### 615. Tadashi Wakashima

1.Kf6! ~ 2.Kxe7(Ke1)#, 1... e6/e5+/Be6+ 2.Kxe6 (Ke1)/Kxe5(Ke1)/Kxg5(Ke1)#, 1... Lg7/Lh8 2.Qg3/Qf2#, 1... Lxg4(Lg1)/Rxx1(Ra8) 2.Qg4/Qh3#

This is not the WCCT theme (Author).

Nice pairs of similar-looking variations (although the first pair counts three items, moves 1... e6 and 1... e5 are defeated in the same manner by White) (EH).

Thanks to the after-key configuration wLId8-bPe7-wKf6-bPg5-bKg5 the threat and 1... Be6 variation show combination of three line effects available with lions and Anticirce – battery (king leaves line), antibattery (line is activated by arrival of king, here due to Anticirce annihilation) and mate over immobilized pawn. Also variations 1... Llg7, Llh8 have good motivation (JL).

### 616. Semion Shifrin

1.Qg2? (2.Nh5 A #), 1... CAf3 2. Qe2 B #  
1... RLf8 2.Nb4 # (1... c2 2.Qd2#) but 1... RLh1!  
1.Ge6? ( 2.Qe2 B #), 1... CAd5 2. Nc1 C #, 1... Sd4 2.Nh5 A # ( 2.Nb4?) (1... c2 2.Qd2#) but 1... Ge7!  
1.Qa2? (2.Nc1 C #), 1... RLb3 2. Qc2 D #,  
1... RLh1 2. Nb7 #, 1... c2 2.Qc4 # but 1... RLb2 !  
1.Gc6! ( 2.Qc2 D #), 1... CAd5 2.Nh5 A #,  
1... Sd4 2.Nc1 C # ( 2.Nb7?), 1... c2 2. Qd2 #  
(1... CAf3 2.Qe2 B #)

4-fold cyclic pseudo le Grand: AB-BC-CD-DA + double pseudo le Grand: AB-BA, CD-DC; reciprocal change of mates in second and fourth phases; dual avoidance (Author).

Changes after 1...CAd5 are nice, but the threat/mate cycle is very artificial with some unchanged variations included. Moreover quite diverse set of fairy units (JL).

### 617. Juraj Lörinc

1.Bc7? [2.Se5+ Kd4 3.Sf3+ LOxf3-f4#]  
1... LOxg6-g7 2.Sxe7+ Kd4 3.Sf5+ LOxf5-f6#  
1... LOxe7-f8 2.Sa5+ Kd4 3.Sb3+ LOxb3-a4#  
1... GIg3~ 2.Sb4+ Kd4 3.Sc2+ LOxc2-b3#  
1... Glc4!  
1.Bb6! [2.Sd4+ Ke5 3.Sf3+ LOxf3-f4#]  
1... LOxg6-g7 2.Sb8+ Ke5 3.Sd7+ LOxd7-d8#  
1... LOxe7-f8 2.Sb4+ Ke5 3.Sd3+ LOxd3-d4#  
1... GIg3~ 2.Sd8+ Ke5 3.Sxf7+ LOxf7-f8#

Change of threat and three continuations based on well known Siers battery. The interesting elements may be in this context might be: 1. reciprocal locust-locust battery, 2. motivation of defence (3x by guarding f3, but in different forms in each variation – once direct, once opening of orthodox line, once departure from locust arrival square), 3. good refutation, 4. free position of bK in the middle of the board (Author).

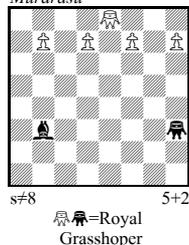
### 618. Neal Turner

Bc4 5.b8=Q rGxc5 6.Qe5+  
Bd1.h8=Q+ rGe3 2.Qc3+  
Bd3 3.f8=Q rGxc3  
4.Qc5+ 5 7.d8=S rGxe5  
8.Sf7+ Bxf7#

Rundlauf by black rG (Author).

4 white sacrifices of white promotions but I don't like Pg2. I propose a miniature version (diagram 618a). Do you like this? (IM).

618a. Neal Turner  
version by Ion  
Murarasu



The author's detailed answer to IM version explains quite eloquently the author's intention:

*"In my setting the sacrifices are not the main point but the means of generating the Rundlauf which is the main point. The Pg2 pawn is the very unfortunate price I had to pay for this, but as the cook is inherent in the position I feel I was lucky to have disposed of it so cheaply. And perhaps this is the problem – an army of cook-stoppers wouldn't raise many eyebrows – but a single pawn! – it's like an itch, one wants scratch it away!"*

*There are surely many possibilities with rGs and multiple promotions and Mr Murarasu's position demonstrates one of them in an attractive and economical setting, but as it doesn't show a Rundlauf I don't think it can be considered as an improved version of my problem.*

*At least it's nice to know that somebody has taken the trouble to examine my little offering! (Author)"*

Fresh idea: roundtrip of grasshopper king allows keeping bishop under control as well as clears f7 for final check. 3 queen promotions are well determined as well (JL).

### 619. Anatoly Styopochkin

1.Sa2! zz, 1... bxc3 2.Bc3 Ba6#, 1... axb2 2.c3 b1=Q#, 1... Qxf7(Kxd8, Ke8) 2.Rc3 Qd5(Qd6)#

Overlapping on a cycle Bb2-Pc2, Pc2-Rc6, Rc6-Bb2 (Author).  
3x selfblock on square vacated by key. Note paradoxical try compared to solution: 1.Sb1? a2 2.c3! axb1D#, but 1...axb2! (JL).

### 620. Karol Mlynska

[Error in twin c: c) = b) –bPb4 (progressive twins and Pawn Striptease, both bPs are taken away)]

- a) 1.AMd3+ Kg3=AM 2.AMc5 AMb8#
- b) 1.Kc5 Kd2 2.AMc4+ Kd7=AM#
- c) 1.Kb5 Ke2 2.Ka4+ Kc3=AM#

"Pressburger King" is the subject of a current thematic tourney organised by the Slovak review Pat a Mat (EH).

**621. Marko Ylijoki**

a) 1.Qd8! (Kb4/Kd2?) nOfxd4+ 2.Kb4 nOa4#  
 b) 1.Kd2! (Qh4/Qd8?) nOdx4+ 2.Qh4+ nOxd1#  
 C+ by Alybadix. Zebra d1 seems necessary for the soundness of the problem (EH).

**622. Ján Golha**

a) 1.Sa5 RHxf5 2.NHc4 LEb5#, 1.NHa8 BHxf3  
 2.Se6 LEb7#  
 b) 1.Se5 LEXg5 2.NHc4 RHxf5#, 1.Se4 LEXg2 2.Bf1  
 BHxf3#

Helpmate of the Future. Black self obstructions in a) and specific doubling of hoppers on a line in b) (EH).  
 7th TT CCM (<http://jurajlorinc.tripod.com/chess/ann7tt.htm>) was dedicated to problems with mates over immobilized hurdles as is shown here as well. Nice analogy with one minus point: the move NHe4 is the same and with completely same motivation in both positions (JL).

**623. Colin Sydenham, Ion Murarasu**

a) 1.Bxe5 (=wB) Qxb5 (=bQ) 2.Qc6 Bd6#  
 b) 1.Rxd3 (=wR) Qxg1 (=bQ) 2.Qg2 Rf3#  
 Hozhausen interferences by Andernach Q “Bicolor” switchback (Authors)

I really wonder what is new here. Mating switchback by White is very well known as is Andernach-typical Holzhausen. Just two phases, blocking twinning, e.g. the 1st Prize from Andernach 1993 is much better (JL).

**624. Guy Sobrecases**

1... Sc3+ 2.Kd5 Kf5 3.Bd4 Se4#  
 1... Sc6 2.Kd4 Kf4 3.Bc5 Sb4#

What amuses me is that the mates are completely orthodox but are triggered by two original “Isardam-Andernach” batteries by knights. The ideal mates are not in echo (Author).

Orthodox echo attained by unorthodox means (JL).

**625. Marko Ylijoki**

1... Rf5 2.g1B! c7 3.Kh6 Bh3#  
 1... Bd7 2.g1R! e7+ 3.Kh4 Ba4#

Tempo promotions (Author).

Interesting motivation for promotion: bp has to promote to avoid checking wK. Precise promotion is chosen by the need to avoid the guarding of intended mate (JL).

**626. Karol Mlynka**

1.Rg2 Kh1 2.Kg8! Kf3 3.Kg1 Rh1#  
 1.Rb6 Rh8 2.Rb7 Kc6 3.Ka7 Ra8#

Echo mates (Author).

Nice very far echo with meagre force and full use of fairy element (JL).

**627. Vito Rallo**

a) 1.d1=nR+ nRd2+ 2.Ke1 nRe2+ 3.Kd1 Sc3#  
 b) 1.d1=nS Sc5 2.Kd2 nSe3 3.Kc1 Sb3#

Ideal mates and minor neutral pawn promotions in Wenigsteiner! (IM).

Neutral pieces act like white ones – they just cannot mate easily (JL).

**628. Marko Ylijoki**

1.Qh6 nOd6 2.Kf5 nOd5 3.Qh1+ nOg5#  
 1.Qa3 nOf2 2.Qa2 nOb2 3.nOe2 nOe5#

Echo mates, orthogonal-diagonal correspondence. Some solvers might enjoy this (Author).

**629. Ján Golha**

1.nLxc4-c5 nLxf5-g5 (+nSg4)2.nSe3 (+bSd4) nSf1  
 3.fxg5 nSd2 (+nLe6)#

1.Rd1 nLxf6-g7 2.nSe5 (+bPh7) nLxe5-d4 3.Rxd4  
 (+nSe8) nSf6 (+nLe2)#

1.nSe3 nSxf5 2.Kxf5 (+bSg6) Kc7 (+nSg4) 3.Rxc3  
 nSh6 (+nLd5)#

1.Sd4 nLxc4-c5 2.Bd2 (+nSa2) nLxd4-e3+ 3.Bxe3  
 (+bSe5) nSc3 (+nLg4)#

4-fold echo. In Golha 50 JT one section was dedicated to h#3 and h#4 with Circe Parrain and possible use of fairy pieces and the author was working in this genre quite extensively recently. As an example see:

**629a. Jan Golha**

2.pr 17.TT

Chess Composition  
 Microweb C 2005



h#3 1+12+2N

411...  
 Circe Parrain

1.Snf3 Bnf4+ 2.Sxf4  
 Sne5(Bne6) 3.Sfxc6  
 Snf7(Bnf8)#

1.Bnd4 Snc4+ 2.fxc4  
 Bnc3(Snd3) 3.cxd3  
 Bnb4(Snc4)#

1.Sc5+ Ka3 2.S7c6 Sne4+  
 3.fxc4 Bnf4(Snf5)#

1.Sf8 Bnxc5 2.Kc5(Snf4)  
 Sng6 3.Sxg6 Bnc3(Snc4)#

Another excellent four-fold echo (JL).

**630. Bjørn Enemark**

1.Kd5 Gc4 2.Ke4 Gf4 3.Kf3 Kd2 4.Kg2 Ke3 5.Kh3  
 Kf2#

1.Gc4 Gb3 2.Ga2 Ga1 3.Kc3 Ge1 4.Kb2 Gb1 5.Ka1  
 Kc2#

Miniature with bK walks and wK battery (Author).

Pg3 is necessary only in one solution (IM).

**631. Ion Murarasu**

1.Ke7 Ke2 2.Gf6 Kf2 3.Kf7 Kg2+ 4.Kg6 Gh3 5.Gh6  
 Kg3 6.Gh2 Gh1 7.Gf4 Kg4 8.Kh5+ Kh4#

1.Ke8 Kf2 2.Gf8 Kg2 3.Kf7 Gh3 4.Kg7 Kg3 5.Gh6  
 Kh4 6.Kh7 Kh5 7.Gh4 Kg5 8.Gf6 Kh6#

Echo mates (Author).

**632. Paul Raican**

\*1... Kg3 2.f4+ Bxf4[+bPf7] 3.exf4+ Kg2 4.f3+ Kf1 5.fxe2+ Kf2 6.e1=Q+ Kf3 7.Qxe3[+wPe2]+ Kxe3 [+bQd8] 8.Qe7+ Kd4 9.Qb4+ cxb4[+bQd8] 10.Qxh4 [+wSg1]+ Kc3 11.Qxh3[+wRh1]+ Sxh3[+bQd8]#

1.e4+ Kg3 2.f4+ Kg2 3.f3+ Sxf3[+bPf7] 4.exf3 [+wSb1]+ Kf1 5.fxe2+ Kf2 6.e1=Q+ Kxe1[+bQd8] 7.Qh4+ Rxb4[+bQd8] 8.Qxh4[+wRa1]+ Ke2 9. Qh5+ Kd3 10.Qb5+ c4 11.Qxb1+ Rxb1[+bQd8]#

Two different white batteries – Rh1-Sg1 and Ra1-Sb1 – in two phases (Author).

This problem will certainly remind connoisseurs of the monumental problem **632a** with battery creation and the same fairy conditions (EH).

**632a.**

**Tadashi Wakashima**

*feenschach 2000*

*dedicated to*

*bernd ellinghoven*



Circe  
Black Must Check

1.e5+ Kc4 2.d5+ Kb4 3.c5+ Kb3 4.c4+ Bxe4(Pe7) 5.dxe4+ Kc2 6.exd3(d2)+ Kxd3(Pd7) 7.e4+ Kd4 8.c5+ Kxe4(Pe7) 9.d5+ Kf4 10.e5+ Kc3 11.d4+ Kd3 12.e4+ Rxe4(Pe7) 13.e4+ Kxd4(Pd7) 14.e5+ Kxe4(Pe7) 15.d5+ Kxd5(Pd7) 16.c6+ Ke5 17.d6+ Kb4 18.c5+ Kc4 19.d5+ Kd3 20.e4+ Rxe4(Pe7) 21.e4+ Kd4 22.c5+ Kc3 23.d4+ Bxd4(Pd7) 24.cxd4(Bc1)+ Kxe4(Pe7) 25.d5+ Kxd4(Pd7) 26.e5+ Kd3 27.e4+ fxe4(Pe7) 28.dxe4(Pe2)+ Kd4 29.e5+ Kxe4(Pe7) 30.d5+ Kc3 31.d4+ Rxd4(Pd7) 32.exd4(Ra1)+ Kf4 33.e5+ Ke4 34.d5+ Kd3 35.e4+ Ke2 36.d3+ Kd1 37.dxe2+ Ke2 38.e1=S+ Kc3 39.d4+ Kxd4(Pd7) 40.Sf3+ Kxe4(Pe7) 41.Sxd2+ Kc3 42.Sc4+ Kf3 43.Sd2+ Bxd2(Sb8)#

**633. Václav Kotěšovec**

1... Kxc8(Gd7) 2.Gd2 Be2 3.Kf2 Bd3 4.Gg2 Bf1 5.Ge2 Bxe2(Gf1) 6.Gd3 Bf1 7.Ke1 Be2 8.Gf1 Bd1 9.Gxd1(Bf1) Be2 10.Gf3 Bd1 11.Kd2 Bc2 12.Kc1 Be4 13.Gd5 Bb1 14.Kb2 Be4 15.Gf3 Bb7 16.Ga8 Bxa8(Gb7) 17.Gb1 Kb7 18.Gb3 Ka7 19.Gb1 Bb7 20.Gb3 Kb6 21.Gxb7(Bb3) Ka7 22.Ka3 Ba4 23.Kb4 Bc6 24.Gb3 Ba4 25.Gb5 Bxb5(Ga4) 26.Ga8 Kb6 27.Ka4 Ba6 28.Ga5 Bb7 29.Gc7 Bc6 30.Gc5 Ka5#

1... Be2 2.Ge6 Kxe6(Gd7) 3.Gf5 Bg4 4.Gh3 Be2 5.Gd7 Kxd7(Ge6) 6.Gc8 Kxc8(Gd7) 7.Kxe2(Bf1) Kxd7(Ge8) 8.Ge6 Kxe6(Gd7) 9.Gf5 Kxf5(Ge6) 10.Gg4 Bh3 11.Gd1 Bf1+ 12.Gg1 Bg2 13.Gg3 Be4 14.Kd3 Bg2 15.Gc3 Be4+ 16.Kc4 Bc2 17.Gc5 Be4 18.Gg5 Kg6 19.Gg7 Bd3 20.Gg5 Bf5 21.Ge5 Bd3 22.Kd5 Bf5 23.Gc5 Be6+ 24.Kxe6(Bd5) Bc6 25.Gc7 Bd7 26.Kf7 Be8+ 27.Kxe8(Bf7) Kf6 28.Gg7 Kxg7(Gf6) 29.Gh8 Bg6 30.Gf6 Kf8#

Far echo (Author).

Impressive distant echo with very long solutions: the author's speciality (EH).

**634. Guy Sobrecases**

1... Kxa3(bPc1=R) 2.Kxc2(wPc8=R) Kb4 =  
1... Kxa3(bPa4) 2.Kxc2(wPe8=B) Bxa4(bPd1=B) =  
Orthogonal-diagonal echo (Author).

**635. Peter Harris**

1.exf1=R[bR→a8][wP→b7]+ Kd6  
2.exf4[bP→f7][wP→f5] bxa8=B[wB→f1][bR→h1]=  
Rare mix of complex conditions Supercirce, Anticirce and Transmuted Kings. Unusual stalemate position (EH).

**636. René J. Millour**

a) 1... hxg8Q(Rd1) 2.bxa1R(Bh8) Sxa1 3.Rd4 Bxd4 4.e5 Be3 =

1... hxg8R(Rh1) 2.bxa1B(Bf8) Sxa1 3.Rh6 Bxb6 4.e5 Be3 =

1... hxg8B(Rf1) 2.bxa1S(Bb8) Sxa1 3.Rf4 Bxf4 4.e5 Be3 =

1... hxg8S(Rb1) 2.bxa1Q(Bd8) Sxa1 3.Rb6 Bxb6 4.e5 Be3 =

b) 1... hxg8Q(Rd1) 2.bxa1Q(Rd8) Sxa1 3.Rd4 Rxd4 4.e5 Rxe4(h1B) =

1... hxg8R(Rh1) 2.bxa1R(Rh8) Sxa1 3.Rh4 Rxb4 4.e5 Rxe4(h1B) =

1... hxg8B(Rf1) 2.bxa1B(Rf8) Sxa1 3.Rf4 Rxf4 4.e5 Rxe4(h1B) =

1... hxg8S(Rb1) 2.bxa1S(Rb8) Sxa1 3.Rb4 Rxb4 4.e5 Rxe4(h1B) =

Babson task – doubled! (Author).

In a) the field where the bR is captured by the wB depends on the field where the wP is reborn (b8, d8, f8, h8). In b) the same thing happens with a capturing wR, but the capture fields change. A great geometrical achievement. One regular and one cyclic Babsons aren't too currently achieved! (EH).

**637. Peter Harris**

a) 1... Kf4 2.Bd6=wB Re1=bR 3.Rxf1 Kg3 4.Kh1 Kxh2==

b) 1... Re6=bR 2.Bg3=wB Kf3 3.Rh3=wR Bh2=bB 4.Re1=wR Kg2##

In the double stalemate position, bRf1 and wBd6 form a pair – both are unable to move (Author).

This problem gives a strong impression of outlandishness (EH).

**638. Guy Sobrecases**

1... exd2(wPe1) 2.Kh2 dxe1=R(wPe8=Q) 3.Qxe1 (Rh5)+ Kh4#

1... Kg4 2.dxe3(bPh1=B) Kxg3(wPe2) 3.Kxh1 (Ba8)+ Kf3#

Orthogonal-diagonal correspondence. The promoted pieces are captured on their promotion squares at last white move. Reciprocal captures of pawns d2-e3 (Author).

**639. Peter Harris**

1.Kb3 Be4 2.Ra5 Rd4 3.Rge5 Bd5#  
1.Ka5 Bf1 2.Rag4 Rd5 3.Rg1 Bg2#

Selfmate by zugzwang at last move; Echo mates (Author).

Nice aristocratic miniature with an attractive condition! (IM).

**640. Bernd Gräfrath**

B→: 1. Kb1 Qc3 2. Bg7 Qc2+ 3. Ka1 Kxg7 4. Qf7+ Kxf7#

W→: 1. Qg2 Kb1 2. Ba1 Bg7 3. Kh7 Qf7 4. Qb2+ Bxb2#

Two different batteries (Q-B for Black, B-K for White) are created during the solution and give mate. Could it be the first example of duplex helpself problem? (EH).

Construction of batteries: white royal and black bishop. Repetition of some moves is natural consequence of actions around long diagonal, but partially it is just coincidence (JL).

**641. Michael Grushko**

a) 1.Re1 e2+ 2.Rf1 Kb2 3.Rf3 e1=S 4.Kc1+ Kb1 5.Rd3 Sxd3#; b) 1.Ke2+ Kb2 2.Ra1 c1=R 3.Ra3 Ra1 4.Kd2 Kb1 5.Kc1+ Kc2#

c) 1... c1=B 2.Re1 Bd2 3.Re2 Be3 4.Rf2 Bd4 5.Kc1 Be3#

d) 1.Re1 a1=Q 2.Re2 Kc1 2.Ra2 e2+ 4.Kc2 Qc3#

AUW (Author).

Typical Köko mates. The wR manoeuvre in b) leaves a good impression. Recently there has been another Köko-AUW with 5 units, but in a long helpmate with Grasshoppers: Arnold Beine, 2nd HM, Kotesovec-50 2006. The length of the stipulation also changed in each twin (EH).

**642. Michael Grushko**

a) 1... h1=nS 2.Kf3 nSg3=nB 3.nBd6=nR nRd1=nQ+ 4.Kg3 nQd8=nS 5.Kxh3 nSc6=nB [+nPg1=nR] 6.Kh2 nBh1=nR#; b) 1... hxg2 2.Kd5 [+nPf3] fxg2 3.Kc5 [+nPf2] g1=nB 4.Kc6 fxg1=nB 5.Kc7 [+nBg2] nBa7=nR+ 6.Kb8 nBa8=nR#

Echo mates in opposite corners (EH).

**643. Michael Grushko**

1.Kg3 nSf3 2.Kg4 nSg5 3. f4 nSf7 4.f5 nSe5+ 5. f6 nSg6 6.Kf5 nSe7+ 7.f7+ nSg8 8.f8=nQ nQf6 9.Ke6 nQh8 10.nSe7+ Qe5#

Excelsior of neutral Pawn and figurative final position (Author).

Nice final position. Last move is forced by the Maximummer condition: Black's other possibility would be nSe7-g8, but that wouldn't be the longest move (EH).

Excelsior of a neutral pion in a baby helpselfmate problem! Not so bad! (IM).

**644. Arnold Beine**

a) 1... SPb8B 2.SPc3 Bg3 3.SPe4 SPf5 4.SPcx2 Be5 5.SPd1S Bb2 6.Sxb2=, 6.Sc3 Bxc3=

b) 1... SPf8S 2.SPc3 SPd8R 3.SPe4 Rd1 4.SPc1S Rd5 5.Sb3 Rd2 6.Sxd2=, 6.Sd4 Rxd4=

Turbo-Excelsior with switchback in the last but one move for sacrifice/capture for Köko-stalemate; change of promotion; reciprocal capture in the last move ("Grazer Zilahi") (Author).

**645. Peter Harris**

a) 1.nGb5 2.nGd3 3.nLxd3-e2 f8=nL[+bKf4]#

b) No tempo for Black in the solution of a). Therefore: 1.f5 2.f4 3.nLxf4-g4 4.nLxe2-d1 Kg3 [+bKf1]#

The neutral pawn goes both ways (Author).

I added the note "in exactly 4 moves" so that there is no misunderstanding about the author's intention (EH).

**646. Marko Ylijoki**

1.d8=nB 2.cxd8=nS(nBc7) 3.nBxe5(nPc7) 4.c8=nQ 5.nQf5 6.exd8=nR(nSe7)#

Neutral AUW (Author)

It may be the first neutral AUW in PWC (EH)

Perfect AUW!! (IM)

**647. Christopher J. Feather**

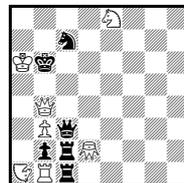
a) 1.h1=nB[la3] 2.Kh2[la2] 3.Kxh1[+nBf1][la1] 4.nBh3[lc3] 5.nBf5[la5] 6.nBh7[lc7] 7.nBg8[lb8] Kg2[lc8]#

b) 1.Kh4[la5] 2.Kh5[la6] 3.h1=nR[la5] 4.nRh4[la8] 5.Kxh4[+nRa1][la7] 6.nRb1[lb7] 7.nRb2[lb8]+ Kxb2[+nRh8][la8]#

Imitator + promotions was the theme of Andersen-200 JT (C.31.12.2005). Here we have two promotions but the mates are completely different (EH).

**648. Václav Kotěšovec**

1.Qg1 2.c1=R 3.Qxd4 4.Rc4 5.Qxd3 6.Rc2 7.Qc3 8.Sc7+ e8=S == and the final position is given on the diagram.



♙ = Grasshopper  
♞ = Nightrider

Cycle of impossible moves in CIRCE: Na1xRc2 (Ra8)??? AB Rc2xGd2(Gd8)??? BC Gd2xPb2 (Pb7)??? CD Pb2xNa1(Na8)??? DA (Author).

Very interesting final position and highly original "impossible capture" cycle (EH).

**649. György Bakcsi, László Zoltán**

a) 1. cxd5 2. dxc4 3. cxd3 4. dxc2 5. cxd1Q 6. Qxd2 7. Qxc3 8. Qxc5 dxc5#

b) 1. bxc5 2. cxd4 3. dxc3 4. cxd2 5. dxc1S 6. Sxd3 7. Sxf4 8. Sxd5 Rxd5#

As always humouristic, the Hungarian duo offers us two black Pawn trips, down and then up the board (EH).

**650. Geoff Foster**

1.Kf8[+Pg7] 2.Ke7 3.Kf8[+Pe7] 4.Qa1 5.g8=R 6.Rg6 7.Qg7 8.Rf6[+Pg6] 9.Qg8 10.Kg7 11.f8=B 12.Rf7[+Pf6].

1.Qe7[+Pf6] 2.Qf8[+Pe7] 3.Bg8 4.Kh7 5.Bg7 6.Bh6 7.Qg7 8.Qh8 9.Bg7 10.f8=R 11.Rf7 12.Bf8[+Pg7].

## Retro/Math

### 651. Dmitrij Baibikov

+wSd7, wSe7, sSb6, then:

1.Dxb6#?

Retro: 1.e2xRd3 Re3-d3 2.Sg6-e7 Re7-e3+ 3.Sh8-g6 g5-g4 4.h7-h8=S g6-g5 5.h6-h7 h7xSg6 6.Se5-g6 c5-c4 7.Sc4-e5 Sd5-b6 8.Sb6-c4+ Se3-d5 9.h5-h6 Sc2-e3 10.h4-h5 Sa1-c2 11.h3-h4 a2-a1=S 12.h2-h3 a3-a2 13.a2xSb3 ...

Thus: 1... Bxe7#!

Unpinning, unpromotions and uncapture (Ss) are in determined retroplay (25 retromoves) with additions and captures (in direct play and in try) of thematic men (HG).

### 652. Günther Weeth, Klaus Wenda

R: 1.Sd3-c1! threatens 2.Bc1-d2 & v: 1.Bxb2 [Bc1]#

1... Re1-e2 2.Kb3-c4 & v: 1.Bxe1 [Bc1]#

1... f2-f1=B 2.Ra8-a6 & v: 1.Bxa4 [Bf1]#

1... b3-b2 2.Sc1-d3 & v: 1.axb3 [Pb2]#

1... Qe3-g1 2.Sf2-d3 & v: 1.Sb5# (1.Sxe2??)

Not R 1.Sb3-c1? f2-f1=B 2.Ta8-a6 & v: 1.Bxa4 [Bf1]#, but 1... Qe3-g1!

Key unpins black rook and provides two additional variations. Switchback after 1... b3-b2.

Classical two-mover with variations in retro-play. Quite a new feature (HG).

### 653. Klaus Wenda

R 1.Kh3xBg4[Ke1] Rg5-h5+ 2.c7-c8=R Bh5-g4+ 3.Kg3-h3 Bg4-h5+ 4.c6-c7 e5-e4+ 5.Kf2-g3 Rd1-d2+ 6.Ke1-f2 Rd2-d1++ 7.Kc5xPb6[Ke1] b7-b6+ 8.Rd8-d4 & v: 1.cxb7[Pb2]#

Pawn mate, with the mating pawn still to be born by un-promotion. Paradoxically, the pawn is stronger than the rook (HG).

Günther Weeth (Germany) sent this comment to the Section Editor:

*“Hier kommt es zu einem tief verborgenen Finale, das sich dem Löser nicht so leicht erschließt. Es geht um Entwandlung zwecks Gewinnung eines weißen Bauern, doch – und dies ist eine gewaltige Überraschung – nicht, wie früher öfters gezeigt, mit dem Ziel einer Schlagumwandlung auf der 8. Reihe. Vielmehr ist dieser Bauer dazu bestimmt, nach c6 zurück zu ziehen, um dann auf b7 zu schlagen und mit Rückstellung matt zu setzen! Das dafür erforderliche Schlagobjekt auf b7 ist in der Diagrammstellung jedoch keineswegs bereit gestellt. Es muß im Verlauf eines längeren Vorbereitungsmanövers erst noch erzeugt werden, dessen Realisierung nicht nur beim Komponieren großen Scharfsinn verlangt. Auch der Löser und Nachspielende ist da in hohem Maße gefordert!*

*Der Ausflug des wK nach h3, seine abenteuerliche Rückkehr nach e1 für den finalen Retrosprung*

nach c5 mit Entschlag des oben erwähnten schwarzen Opfersteins – der gesamte Komplex des inhaltsreichen anticircensischen Retrospiels verdient ein genaues Studium beim Nachspielen. Die Pointen in diesem trickreichen Geschehen manifestieren sich in der raffinierten Methode, mit der die kritische Stellung – BB auf c6 und b7 – schlußendlich erreicht wird.

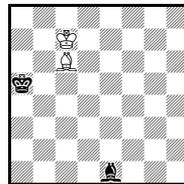
*Eine derartige strategische Idee ist bisher noch nicht gezeigt worden, sie besticht ebenso wie die gewohnt perfekte Technik des Autors.”*

### 654. Michael Grushko

R: 1.Kd7-e6 bPa6=wPe7 (forced!) 2.e6-e7 & v: 1.Kc6 Zz. bKc5=wKc6#

Tricky fairy retro (HG).

The author cooked and corrected his problem as follows (HG): No solution: 2.e6-e7? and Black is retro-stalemate! Correction:



654v. Michael Grushko

R: 1.Kb7xPc7 Pc7=Pc6 (forced) 2.Ka6-b7 & v 1.Pc6=Pc7 Zz. Ka5=Ka6#

-1 & s#1 2+2  
Proca, Köko, Messigny

### 655. Bernd Schwarzkopf

Hamster: Similar the grasshopper; however, it does not stop beyond the hurdle, but in front of the hurdle. Thus, the hamster never cannot capture. Hamsters cannot legally be placed on their own officer's rank. It is assumed that the play starts from the orthodox initial game array, with pawn promotion to hamster allowed.

Solution a): Hd7, e7, e8, f7, h6, h7. No last black move. There is no last white move which would permit a black retro move. Without Hh6: R Hh2-h7, Kh7-h8. Without He8: R Ke8-f8 or Ke8xf8. Without Hd7: R Pd7xe8=H.

Solution b): Ha2, a3, a4, a5, a6, a7, a8. After deleting one hamster, all others could be promoted on a8, then moved (via hurdle a1, etc.) to a2... a7. He8 instead of Ha8 does not solve, because the position is legal: He8 could have promoted on h8.

Solution c): Hd7, e6, e8, f7, g7, g8, h6, h7. Similar to a); the white king cannot have retracted Ke7xf8, because none of the uncaptured pieces could have retracted.

Funny difference. In particular, the solution of twin b) is very difficult (HG).

### 656. Marco Bonavoglia

1.d4 e5 2.d5 e4 3.Qd4 e3 4.Qxa7 exf2+ 5.Kd2 fxg1=R 6.Ke3 Rxf1 7.Sd2 Rxc1 8.Kf2 Rxh1 9.Rxh1 Rxa7 10.Ke1 Ra8

Ceriani-Frolkin (rook), roundabout of white king, switchback of black rook, sibling rook h1.

### 657. Michel Caillaud

1.e4 Sc6 2.Qg4 Sa5 3.Qe6 dxe6 4.Ba6 Qd3 5.Sh3 Qxc2 6.0-0 Bd7 7.Re1 Rd8 8.Re3 Bc8 9.Rg3 Rd4 10.Rxg7 Rb4 11.Rg3 Bh6 12.Re3 Kf8 13.Re1 Be3 14.Kf1 Sh6 15.Ke2 Rg8 16.Rh1 Rg5 17.Ke1 Rc5 18.Bf1 Sc4 19.Sg1

One can count the black moves so that black Pg7 never played. It cannot have been captured by a white knight (check to black king) and the white queen has no time as it must sacrifice to free black play. So it must have been the white rook h1 ...

### 658. Andrey Frolkin, Kostas Prentos

1.e4 b5 2.Qh5 b4 3.Be2 b3 4.Bg4 bxa2 5.Ke2 axb1=S 6.Ra3 e5 7.Rh3 Sc3+ 8.dxc3 Se7! 9.Bh6 Sg6 10.Bxg7 f5 11.Bxe5 f4 12.Bxc7 f3+ 13.Ke3 fxg2 14.f4 Bb4 15.Sf3 d6 16.Rd1 Be6 17.Rd4 Bf7 18.Rc4 Se7 19.Kd4 and H#1: 1.0-0 Dxb7#

Try: 1-8. as solution, 8... Bb4? 9.Bh6 Ke7 10.Bxg7 f5 11.Bxe5 f4 12.Bxc7 f3+ 13.Ke3 fxg2 14.f4 d6 15.Sf3 Be6 16.Rd1 Bf7 17.Rd4 Ke8 18.Rc4 Se7 19.Kd4 – but there is no H#1, because castling is not legal, because the black rook had moved.

The position of the diagram can be reached in two different ways, but only one of them solves the H#1. A cooked problem is un-cooked by forward play.

### 659. René J. Millour

In Monochrome, the WK is a black-square piece, the BK a white-square one. With only WK+BK, there are  $(2 \times 32) \times (2 \times 32) = 4096$  legal positions, each K having 2 possible states on 32 squares.

When a 3rd piece is present, the number of its locations is to be multiplied by  $(2 \times 31) \times (2 \times 32) = 3968$ , because if it is on a black square the WK has 2 possible states on 31 squares, the BK 2 states on 32 squares, and if it is on a white square the WK has 32 and the BK 31 squares. The different possible 3rd pieces are arbitrarily black in what follows.

The Q being original or promoted, all the WK+BK+BQ positions are legal and their number is  $2 \times 64 \times 3968$ , which means: 2 states of the Q on 64 squares, combined with 3968 locations of the Ks. Thus  $2 \times 64 \times 3968 = 507904$ .

All the WK+BK+BR positions are also legal. Again  $2 \times 64 \times 3968 = 507904$ .

If we compare WK+BK+BP to the previous cases, from the number obtained with Q or R, we must subtract  $2 \times 16 \times 3968$  as the P is illegal, in A and B states, on the 16 squares of the 1st and 8th ranks. On the 8 squares of the 7th rank, only the A state is valid, and only the B one on the 8 squares of the 6th rank, therefore  $1 \times 16 \times 3968$  is to be taken away. If the P is A on a7, the WK, A or B, is illegal on b6 (he

could never move on b6 guarded by the P), forcing the subtraction of  $(1 \times 1) \times (2 \times 1) \times (2 \times 32)$ , which means: only 1 state of the P on 1 square, combined with 2 states of the WK on 1 square and 2 states of the BK on 32 squares. Similarly, if the P is on c7, e7 or g7, the WK is illegal on the 3 couples of squares b6-d6, d6-f6 and f6-h6, thus  $(1 \times 3) \times (2 \times 2) \times (2 \times 32)$  is taken away. If Pg7, the WK could not reach h8, and with Pc7 he could not access a7-b8, so  $(1 \times 1) \times (2 \times 1) \times (2 \times 32)$  and  $(1 \times 1) \times (2 \times 2) \times (2 \times 32)$  less. And also  $(1 \times 1) \times (2 \times 1) \times (2 \times 32)$  because, with Pb7, the WK has 32 squares, but the BK, A or B, is illegal on a8.

The number of legal positions is here  $(2 \times 64 \times 3968) - (2 \times 16 \times 3968) - (1 \times 16 \times 3968) - [(1 \times 1) \times (2 \times 1) \times (2 \times 32)] - [(1 \times 3) \times (2 \times 2) \times (2 \times 32)] - [(1 \times 1) \times (2 \times 1) \times (2 \times 32)] - [(1 \times 1) \times (2 \times 2) \times (2 \times 32)] - [(1 \times 1) \times (2 \times 1) \times (2 \times 32)] = 316032$ .

What about WK+BK+BB? Like a Q or a R, theoretically a B may appear, A or B, on 64 squares. Let us take a close look! The B is A on a1 or h8, the WK also A somewhere on a1/h8. In Monochrome the check from a1 would be legal (b2xa1=B+, except if WK on b2), but not the one from h8. In Monochrome Alice, both are legal because Black may retract Bxa1--A or Bxa1h8--A

without retro-check as the B is now in B state. At this stage, the WK is retro-paralyzed (a retro-move would mean that, in the forward play, the K would have placed himself in check in B state before turning to A), but White has retro-moves thanks to the restored piece X! Both checks are also legal if both, the B and the K, are in B state.

Now the B is A on a1 and the WK is B on a1/h8. The WK is retro-paralyzed, and also the B because of retro-check. Moreover, b2xa1=B--A cannot be retracted. This B in A state implies, in Alice, a 6-move excelsior, which in Monochrome must be 6 captures, which may include an e.p. capture. In the case of a7xBb6xRc5xPd4xP[e.p.]c3xPb2xYa1=B, the WP captured in A state on d4 would itself have captured d/f2xBc/e3xRd4 and the piece Y captured at a1 would be a promoted P resulting from f/d2-f/d4xPe5xQd6x??c7xSb8=Y. Now, this last sequence is impossible: a capturee is lacking for d6 or c7, the unmatched states of the Pawns making impossible, in a 5-move excelsior, both an e.p. capture (here of the BPd) and the capture of a P at home (here of the BPe). Is it really possible to break the Ba1-WK paralysis? Perhaps by interposing a piece between the B and the K, but how? There is no other black-square piece on the board and the BK can only recapture white-square pieces! An exception saves the day: a white-square BP captured e.p. the black-square WPb1! The paralysis is thus broken by restoring the Pb2, which is legal because, in Alice forward play, the B could have crossed over,

in B state, the Pb2 before turning to A on a1. The BK uncaptures a figure, which uncaptures a BP on b3, which uncaptures e.p. the WPb, which is restored on b2, which allows the WK to retro-move out of a1/h8 and then the B is free! If the B is on h8, the BK uncaptures a white figure, which uncaptures a black figure, which uncaptures a WP on g6, which uncaptures e.p. the BPg, which is restored on g7, etc. But mind, with Ba1 it doesn't work if the WK is on b2, thus  $(1 \times 1) \times (1 \times 1) \times (2 \times 32)$  illegal positions. With Bh8, WKg7 is wrong, and also WKf6 as f6 has always been guarded by the restored Pg7, thus  $(1 \times 1) \times (1 \times 2) \times (2 \times 32)$  less.

If the B is B on a1 and the WK A on a1/h8, once more both pieces are retro-paralyzed. Here restoring Pb2 is illegal, the B could not reach a1. But the position is indeed legal, the last move b2xa1=B--B being now valid: excelsior in only 5 moves including 4 captures [for example e7-e5xPd4xBc3x(promoted P!)b2xRa1=B], except with WK on b2, thus  $(1 \times 1) \times (1 \times 1) \times (2 \times 32)$  to be taken away. If the B is B on h8 and the WK A on the 7 free squares of a1/h8, there is nothing to do, the B-K paralysis cannot be broken, that means  $(1 \times 1) \times (1 \times 7) \times (2 \times 32)$  less.

The number of legal positions is here  $(2 \times 64 \times 3968) - [(1 \times 1) \times (1 \times 1) \times (2 \times 32)] - [(1 \times 1) \times (1 \times 2) \times (2 \times 32)] - [(1 \times 1) \times (1 \times 1) \times (2 \times 32)] - [(1 \times 1) \times (1 \times 7) \times (2 \times 32)] = 507200$ .

What happens in case of WK+BK+BS? Not able to move in Monochrome, the S is illegal on the 48 squares of the ranks 2, 3, 4, 5, 6 and 7, and also on 6 squares of the 8th rank. That means  $2 \times 54 \times 3968$  must be subtracted to the number obtained with a Q or a R. On b8 and g8, the S cannot appear in B state, thus  $1 \times 2 \times 3968$  less. On a white or black square, the S is legal if B on the 1st rank: excelsior in 5 moves. Also legal if A on b1, d1, f1 or h1: an excelsior in 6 moves including 6 captures is possible on white squares [for example d7xBe6xRd5xPe4xP[e.p.]d3xPe2xQf1=S, the P taken on e4 having made c/g2xBd/f3xRe4]. But illegal if A on a1, c1, e1 or g1: an excelsior in 6 moves on black squares doesn't work as already shown (see b2xa1=B--A above), illegal even in case of promotion on g1 because Wsg cannot be taken in such an excelsior as the P would capture a B-state piece on g1, whereas the WS, for having never moved, would be necessarily A! Thus  $1 \times 4 \times 3968$  to be taken away.

Do you think all the subtractions have been considered now? Not at all! In Monochrome Alice, 0-0-0 is forbidden and a K appearing in A state on the a-c-e-g files, or in B state on the b-d-f-h files, cannot have played 0-0. On the other hand, a K appearing B on the a-c-e-g files, or A on the b-d-f-h files, must have castled. Let us say the S is A on g8, theoretically in a legal position as mentioned above, but mind please! The BK is B on a white square of a-

c-e-g, or A on a white square of b-d-f-h. In the 31 corresponding locations of the K, Black played 0-0. How could that be, Sg8 never moved!! Having castled or not, the WK may appear A or B on 32 black squares. So, there are  $31 \times (2 \times 32)$  "WK+BK+BS" illegal positions due to this black 0-0 at once mandatory and impossible!

Here we have  $(2 \times 64 \times 3968) - (1 \times 2 \times 3968) - (1 \times 4 \times 3968) - [31 \times (2 \times 32)] = 53568$ .

A white 3rd piece is possible as well. If "3 pieces", and in this case only, a multiplication by 2 is highly recommended! Finally, the result is  $4096 + 2 \times [507904 + 507904 + 316032 + 507200 + 53568]$ . In other words:

### 3789312 legal positions!

Probably more retro than mathematical, this problem forces to examine all the specific cases of Monochrome Alice and, with its promotions, e.p. captures and castlings, it achieves in an original manner the Valladao theme!

#### Commentators:

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*All compositions and comments with possible updates on can be found on MatPlus Web Site at:*

[www.matplus.net/pub/comments.php](http://www.matplus.net/pub/comments.php)

## Mat Plus Review – Autumn 2007

The Autumn issue of Mat Plus Review brings a "must read" study on "Krikheli's tempo helpmates" by Chris. Feather, then two texts by Dragan Stojnić ("Originality in the Vladimirov theme" and "Kings of the twomover"). Endgame fans can enjoy in texts by Georgian endgame Iuri Akobia ("Briefly about the End Game Table Bases – EGTB") and David Gurgendz ("Development of an idea"), as well as in Siegfried Horneckers demonstration of "Underpromotion studies that should have happened in games". Finally, there is the third part of Milan Velimirović's essay about "Stocchi's blocks..." and another "Best Bytes" selection from **MatPlus.Net Forum**.

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