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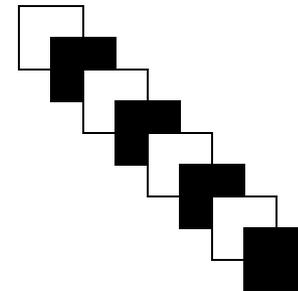
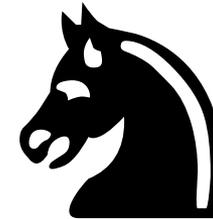
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SUBSCRIPTION

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StrateGems



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No:1

U.S. CHESS PROBLEM MAGAZINE

Dear Readers

The Society of U.S. Chess Problemists is proud to present: *StrateGems*, our quarterly chess problem publication. At our yearly meeting, in September of 1997, The Society, also known as Good Companions, concluded that there was a need for a publication which would satisfy the needs of the USA and foreign – composers and solvers. Thus *StrateGems* was born.

The main goal of *StrateGems* is to provide a forum for USA composers to publish their original compositions, to disseminate information about various tournaments, to publish the results of tournaments, to review books and promote chess composition in the USA and abroad. We want to reach as many chess problem lovers as possible. My personal goal is to enlarge the chess problem audience and to attract some younger people and to get them started in this wonderful art. At the same time, we will also be a world magazine. We welcome composers from everywhere to send their originals.

Our policy will be to publish worthy compositions in the shortest time possible (6-12 months maximum). I have told the editors that there will be no limit on the number of originals in any given issue. We realize that most of our support comes from our readers and solvers. We welcome their input and suggestions. We will do everything to serve you better...And now a word from one of our editors:

At the onset, let me state that I have the greatest respect for our beloved art. I consider it to be one of the most challenging and useful mental activities. I invite you to a Chess-Problem Gathering to be repeated every three months. The Gathering will be wherever you are, and you alone will determine the extent of your privacy. All you have to do is to provide food and drinks, and subscribe to *StrateGems*. Also, glasses and a chess-set may help occasionally. Sincerely yours, Dr. Milan Vukcevic.



The ancient Adriatic city of Pula was host to the 40th World Congress of Chess Composition. Some 219 participants came for a week of composing, solving and sunning at the beaches. In the **open solving** category the winner was R. Soffer from Israel, second was R. Baier from Czech Republic and third P. Murdzia from Poland. **The 21st WCSC** (Team Solving Competition) went to the team from Israel: Noam Elkies, Ram Soffer and Mark Erenburg, Germany was second and England third. **The quick composing tourney (#2)** was won by John Rice (England) with second place going to Drago Biscan (Croatia) and third place to L. Ugren & M. Ukmar (Slovenia). The theme of the tourney was: "White king and black king exchange their places in a twin position. **In the helpmate category** the winner was Ram Soffer (Israel), second Uri Avner (Israel) and third Hrvoje Bartolovic (Croatia). The theme was: "White with its first move constructs the battery and the Black with its second move destroys it, or, Black with its first move effectuates the white direct battery and White with its first move destroys it".

The Internet composing tourney, in memory of Ing. Nenad Petrovic, was won by Milan Velimirovic (Yugoslavia) and Marjan Kovacevic (Yugoslavia), sharing first place. The theme was: "In the two-mover, Black defends placing knights on the same square. White mates by placing its knights on the same square. The theme should be presented in (a) the set play and the solution or (b) try play and the solution. The mates between set/try and play are reciprocal". The selfmate composing tourney was won by Michael Caillaud (France). The theme was: "Primary or secondary Fleck in tries and the solution in S#2.

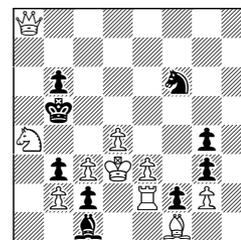
An individual solving show, or head-to-head competition was also held. There were 16 competitors. After a hard fight the winner was Marjan Kovacevic with second place going to Wakashima (Japan).

Other activities. A few lectures were organized during the congress. The organizer prepared a little surprise for the participants during the lectures. On the first evening Fadil Abdurahmanovic, Hrvoje Bartolovic, Drago Biscan, Eliahu Fasher, Zdravko Maslar, John Roycroft and Savo Zlatic were invited on stage. They received great applause and were recognized as participants of the congress at Piran (Slovenia) in 1958.

The organizers received a number of telegrams with regards and best wishes including those from the Pope and the president of the European Chess Union. Except for the usual trip for all participants, where they had possibilities to see the sights and the beauties of Istria, the organizers prepared the exhibition of paintings on chess themes. The most important chess problem books from its rich publishing history were also exhibited, among them all 14 FIDE albums published in Croatia. At the congress, Azerbaijan became the 35th member of PCCC.

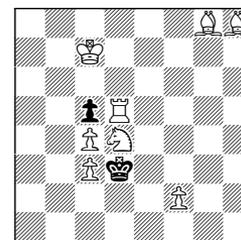
The next congress will be held in the Russian city of St. Petersburg in late July, 1998. More information in the next issue.

First Prize
John Rice



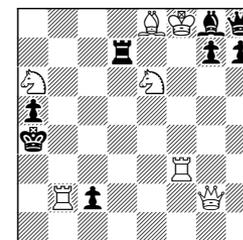
#2 b) wK↔bK

First Prize
Ram Soffer



H#2 Two solutions

First Prize
Michel Caillaud



S#2

First Prize, John Rice: An excellent construction with four exchange mates and one extra variation in both phases.

- a) **1.Rxc2!** Bxe3, Bd2, Bxb2, N~, bxc2 2.Kxe3, Kxd2, Kd2, Ke4, Kxc2#
 b) **1.Qc6!** Bxe3, Bd2, Bxb2, N~, Ne4 2.Rxf2, Re1, Nxb2, Qg6, Qc4#

First Prize, Ram Soffer: Nice incorporation of the theme in known motives.

- 1.Kxc3 Re5 2.Kxd4 Re3#
 1.Kxc4 Ne6 2.Kxd5 Ng5#

First Prize, Michel Caillaud: Different promotions in Fleck theme.

- 1.Nd8? (2.Qg4+, Qxc2+), 1...c1N, 1...c1B, 1...c1R!
 1.Nd4? (2.Ra2+, Qxc2+), 1...c1R, 1...c1B, 1...c1N!
1.Nec7! (2.Ra2+, Qxc2+, Qg4+)
 1...c1R, 1...c1B, 1...c1Q 2.Nc5+

WCCT5 Results

In August 1993, the 36th congress of the FIDE Permanent Commission for Chess Composition, held in Bratislava, entrusted the Czech Problemists and their Federation with the conduct of the 5th World Chess Composition Tournament. A booklet setting out the themes was speedily produced and the official invitation to members of FIDE to take part in the championship went out in November 1993. Thirty-nine countries participated with some 696 entries.

The top ten countries are

1.Ukraine	177.5 Points
2.Slovakia	174
3.Russia	166
4.Germany	122
5.Bulgaria	110
6.Israel	108
7.Macedonia	91
8.Yugoslavia	87
9.Romania	84
10.USA	81

The ten leading individual competitors were:

1.V. Rudenko	75 points
2.V. Alaikov	54
3.S. Sovik	53
4.L. Lacny	48
5.H. P. Rehm	45
6.N. Stolev	45
7.M. Vukceвич (USA)	45
8.E. Dobrescu	41
9.M. Matous	39
10.M. Khramtsevich	38.5

The scores of the rest of the USA team were:

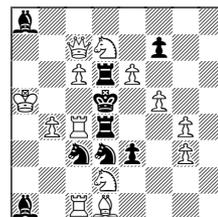
Bob Burger	26 points
Dan Meinking	10

The top 24 compositions were scored: the first composition got 24 points and the 24th composition got one point (the second composition got 23 points and so on). We don't have enough space to show all the compositions in one issue so only the twomovers will be presented this time. In the next issue we will continue with threemovers and so on.

The theme for twomovers was:

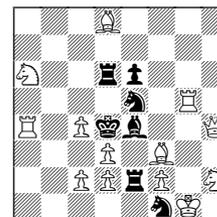
"In the set play or try, at least two black moves lead to different mates. These mates reappear in the solution after random and correction moves of another black piece. To show the theme clearly the thematic mates must not appear; (a) in the solution after the set or try defenses, and (b) in the set or the try play after the random and correction moves." Here are ten compositions.

1. Place, L. Lacny
Slovakia



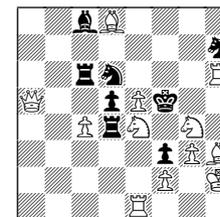
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2. Place, A. Sarkitis,
V.Melnichenko & M.Maranduyk
Ukraine



#2

3. Place, J.M. Rice
England



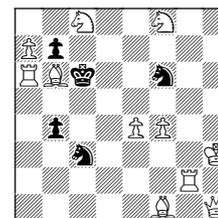
#2

First Place: 1...Rxc6, Rxe6 2.Nf6 (Nb6?), Nb6 (Nf6?)#, (1...Nd~ 2.Rc5#),
1.Nf3! (2.Rxd4#), 1...R4~, Rxc4, Nc~, Ne4, Kxc4 2.Mb6, Nf6, Nb6, Nb6, Nf6#

Second Place: 1...Ne~, Nc6!, Nxd3!, Nxf3+! 2.c5, Bb6, c3, Nxf3#, 1...Nxc4! 2.Rxc4#, **1.Qh8!**
 (2.Qxe5#), 1...B~, Bc6, Bxd3, Bxf3 2.c5, Bb6, c3, Nxf3#, 1...Bd5! 2.cxd5#

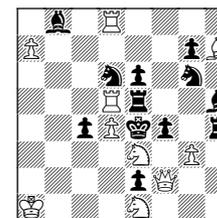
Third Place: 1...dxc4, dxe4 2.Ngf6, Ne3#, 1.Qc3? (2.Qxf3#), 1...Rd3, Rxe4 2.Ngf6, Ne3#,
 1...dxe4!, **1.Qc7!** (2.Qxh7#), 1...Nd~, Nxe4 2.Ngf6, Nxe3#, 1...Rxc7, Bd7, Nh~ 2.Nxd6,
 Qxd7, Rf6#

4. Place, S. Sovik
Slovakia



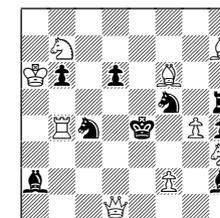
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5. Place, D. Shire &
D. Smedley, England



#2

6. Place, N.Stolev
Macedonia



#2

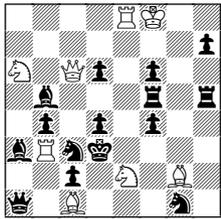
ORIGINAL COMPOSITIONS

Fourth Place: 1.e5? (2.Ne7#), 1...Ncd5, Nfd5 2.Rc2, Rg6# (1...Kd5 2.Rd2#)
 1...Ne2!, 1.Ra5? (2.Rc5#), 1...Ncxe4, Nfxe4 2.Rc2, Rg6# (1...Nb5 2.Bxb5#)
 1...Nd7!, 1.Rg6? (2.Rxf6#), 1...Ncd5, Ncxe4, Nb5 2.exd5, Qxe4, e5# 1...Ne2!
1.Rc2!, 1...Nf~, Nfd5, Nfxe4 2.e5, exd5, Qxe4#

Fifth Place: 1...Rh~, Rg4!, 1...Bh~, Bg4! 2.Qxf4 (A), Qf3 (B), Q(x)f3 (B), Qxf4
 (A)#, **1.Ng4!** (2.Rxe5#), 1...Nd~, Nf5!, Re~, Rxd5! 2.Qxf4 (A), Qf3 (B), Qf3 (B),
 Qxf4 (A), 1...Kxd5, Kf5 2.a8Q (B), Qxf4#

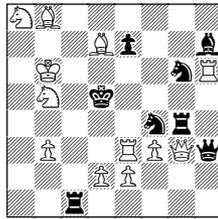
Sixth Place: 1...d5, Bg1 2.Qe2, Nxd6#, 1.Bg8? (2.Bd5/Qd5#) 1...Nf~, Ng3, Ne3
 2.Qe2, Nxd6, f3# 1...Nd4!, **1.Rb5!** (2.Qd5#), 1...Nc~, Ne5, Ne3 2.Qe2, Nxd6, f3#

7. Place, C. Goldschmeding
The Netherlands



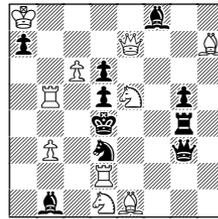
#2

9. Place, P. Einat
& Y. Retter, Israel



#2

10. Place, V. Rudenko
Ukraine



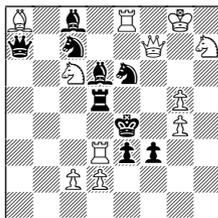
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Seventh Place: 1...Bc4, d5, Ngxe2 2.Qe4, Qxb5, Be4#, **1.Rxb4!** (2.Rxd4#),
 1...Nc~, Nd5, Ncxe2 2.Qe4, Qxb5, Be4#, 1...Bc4, d5, Ngxe2 2.Qxc4, Nc5,
 Qf3#, 1...Re5, Bxb4 2.Nxf4, Nxb4#

Ninth Place: 1...Nf~, Ng~ 2.Be6, Re5#, 1.Re4? (2.Rd4#), 1...Rc7, Rc6+
 2.Naxc7, Bxc6# 1...e5!, **1.Rc3!** (2.e4#), 1...Nf~, Ne6!, Ng~, Ne5! 2.Nac7, Bc6,
 Bc6, Nac7# (1...Re1 2.Rc5#)

Tenth Place: 1...dxe5, Qxe5 2.Rb4, Qxa7#, 1.Qf6? (2.Nf3#), 1...Qxe5 2.Bf2#
 1...dxe5!, 1.c7? (2.Nc6#) 1...Qxe5!, 1.Rc2? (2.Bc3#), 1...N~, Nxe5! 2.Rb4,
 Qxa7# 1...Nb2!, **1.Re2!** (2.Bc3#), 1...N~, Ne5! 2.Qxa7, Rb4#

13. Place, R.E. Burger
USA



#2

1...e2, Qb8, Rxg5+, Bf4 2.Qxf3, Rxe3,
 Nxg5, Nf6#, **1.Ne5!** (2.Qf5#), 1...Ne~,
 Nd4, Nxg5, Nf4 2.Qxf3, Rxe3, Nxg5,
 Nf6#

Problems published in this section are eligible for the 1998 competition. The prizes will be announced later. Please send your originals to individual editors. All the solutions and comments should be sent to the solution editor. The names and addresses of all editors are printed on the last page.

EDITOR'S COMMENTS

TWOMOVERS Editor: **David Brown**, Judge: **Robert Lincoln**

Welcome to Alex and new composer Joseph Whitely with traditional renderings. Don't miss set play in Rauf's complex switch. The thematic try in Isaak's #2 is beautiful. Mike's T0005 is partially anticipated, but the neat reciprocal play of the black knights I feel makes it original. And Milan's tries follow a common error, even the paradoxical key! Lastly, Joe Young contributes a nice pair; T0008 with 2 changed set mates.

THREEMOVERS, MOREMOVERS and STUDIES Editor: **Milan Vukcevic**,

Judge: **Milan Velimirovic**

I have a long running dispute with my friend Edgar "The Minimalist". I argue that music needs instruments and that problems need pieces. He says my problems should go on a diet. Be it as it may, he won this time. The threemover part comes from unpublished Wurzburg notebooks, the rest is Edgar. The sevenmover has two solutions but I could not find them. Solvers should enjoy the beautiful mates. Kirtley gave beautiful new clothes to an old theme. Rauf introduces himself with two problems: a nice cross-checker, and a somewhat difficult non-structured effort. My threemovers have a similar theme in completely different settings. The sevenmover is here to prove that I know what a model-mate is. A very active queen is always a pleasure for solvers. The two problems by Mike are of his type.

HELPMATES Editor: **Daniel Meinking**, Judge: **Toma Garai**

A special welcome to our Helpmate composing and solving corps! Mark starts us off with a clever duplex scheme. Good to have Joe active again, after his long hiatus from composition. Chris gives a contemporary H# rendering by any standards, and his joint with Herman a solver's feast. A warm welcome to Rauf, who now makes his home in Nebraska. Bob's six-lets show echoes-o-plenty, while our editor-in-chief graces us with a minor Gem. The dedication of H0012 is even more appropriate than you might think! Pairs by Rolf and Fadil should prove entertaining and challenging. H0014 appears compliments of our friendly SG Retro editor. The longer problems should satisfy even the fiercest of solving appetites.

Notes: The "Duplex" requirement of H0001 means there is one normal solution (Black starts, White mates), and the second solution with roles reversed (White starts, Black mates). The half-move stipulation (H#n.5) of H0007, H0013, H0014, and H0017 mean that White begins (i.e., Black makes no first move) and mates. The twins for H0005 are: a) diagram; b) bPe3→g5; c) bK→c5; d) bK→c2. And H0009 twins by: a) diagram; b) wNe5→h4; c) wK→c5; d) wNb3→h7; e) wK→e8; f) wK→c6.

SELFMATES Editor: David Brown, Judge: Edgar Holladay

Dan's joint with me is mostly his work for WCCT5, while Sterling's, which resembles that tourney's example, sneaks in a nice key. My S0003 might surprise solvers. Mark celebrates our first issue with commemorative "S" and "G" letter problem. Both are separate problems with the whole board available; the same is true for Meriwether's shape problems. Mike's S#8 (dedicated to his wife) should prove the toughest of this lot. And my S0007 takes awhile to correctly form a battery.

FAIRIES Editor: David Brown, Judge: S. Rotenberg

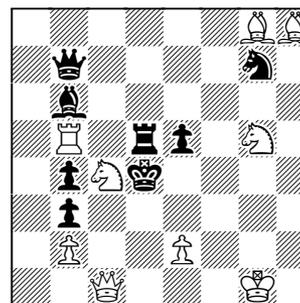
In Dan's and Newman's Andernach problems, (except for Ks) a capturing piece changes its color; thus, in F0003 if 1.axb3, the a2P turns into b3BP. In Circe, a capturing piece is reborn on its starting square of the same color if vacant. Gianni's work cleverly uses this condition; if not giving away too much, it should be noted that reborn pieces have the same original properties as well. The Maxi condition in Alex's toughie, means that Black must always play the longest geometric move. In Dave's asymmetric, dedicated to John Ladasky, Grasshoppers move on Queen lines, jumping over a piece and landing or capturing on the next square. Nightriders move as Knights on straight lines; as a line piece, it can have a range of 1, 2 of hops; e.g., the b2NR can move to either d4, f5 or h6 as a single move. In Mike's F0007 Vaulting Kings are normal Kings except, when in check, they lose K-movement and instead move like the checking piece(s).

RETROS and PROOF GAMES Editor: Gianni Donati, Judges, RETROS: Thomas Volet, PROOF GAMES: Peter van den Heuvel

This column presents problems which feature retro analysis and problems denoted "proof games" (sometimes called "shortest proof games" or "help games.") Retros published during 1998/1999 will be in an informal retro tourney to be judged by Thomas Volet (whose inaugural problem in this issue will be in the informal tourney for 2000/2001). Proof games published during 1998/1999 will be in an informal proof game tourney to be judged by Peter van den Heuvel.

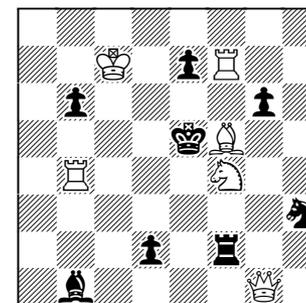
Tom's R0001 requires the solver to discover which five units were captured last, and exactly where and by what. In Henrik Juel's R0002, the solver must create an Illegal Cluster by adding the stipulated force. An Illegal Cluster is an illegal position which becomes legal when any non-King unit is removed. My own R0003 is dedicated to my daughter Emily. (I disqualify my own problems published in this column from competing in any tourney.) Mark Kirtley offers P0001, a proof game which accomplishes much in a very short time. "Proof game" refers to a game beginning from the initial array and proceeding to the diagrammed position in the stipulated number of moves. In Mark's problem eight-and-one-half moves have been played, which is to say White has just moved for the 9th time. In P0002, David Mouton gives us Black Rooks where the White Rooks belong. How did they get there? Our next contributor, Noam Livnat, gives us P0003, a non-strict proof game which aims to determine the precise path taken by the WR which now sits at a8. Any 23.5-move game score leading to the diagram will solve. Finally, Olli Heimo sent P0004, a dazzling problem whose task, he says, has been accomplished before. But a fine problem is a fine problem, and those who solve this one will be well rewarded for their effort.

T0001 Alex Markevitch
Madison, NJ



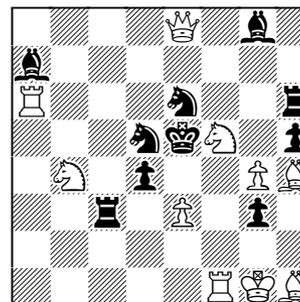
#2

T0002 Joseph Whitely
Phoenix, AZ



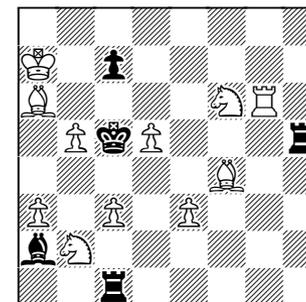
#2

T0003 Rauf Aliovsadzade
Lincon, NE



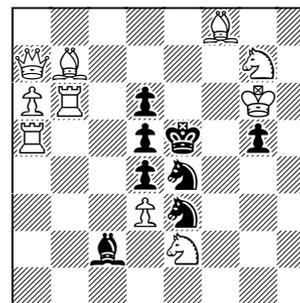
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T0004 Isaak Kavnatsky
Oak Park, MI



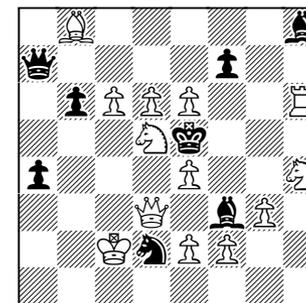
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T0005 Mike Prcic
Westlake Village, CA



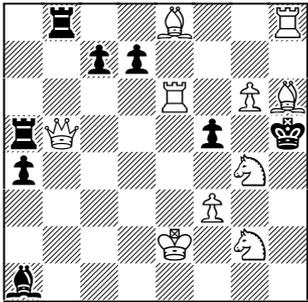
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T0006 Dr. Milan Vukcevic
University Heights, OH



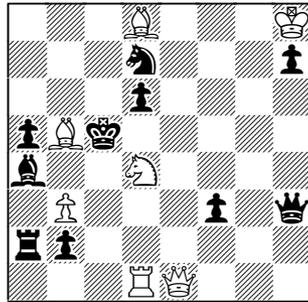
#2√√√√

T0007 Joe Youngs
Maple Grove, MN



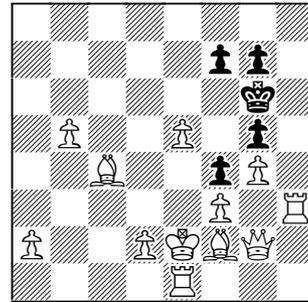
#2

T0008 Joe Youngs
Maple Grove, MN



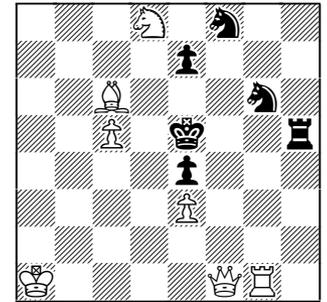
#2

M0005 Mark Kirtley
Alpine, TX



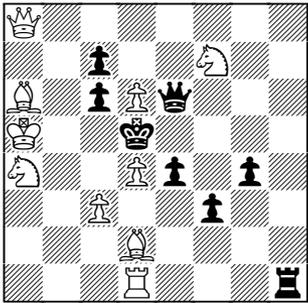
#3

M0006 Mike Prcic
Westlake Village, CA



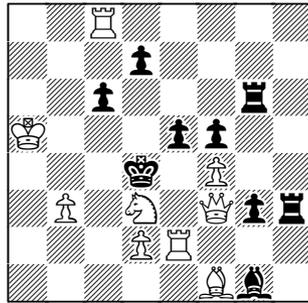
#3

M0001 Rauf Aliovsadzade
Lincon, NE
Dedicated to Dr. Ibrahim Hasanov



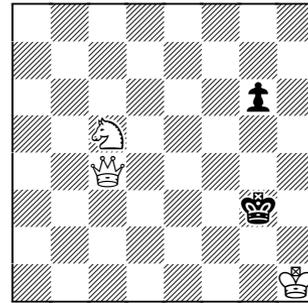
#3

M0002 Rauf Aliovsadzade
Lincon, NE



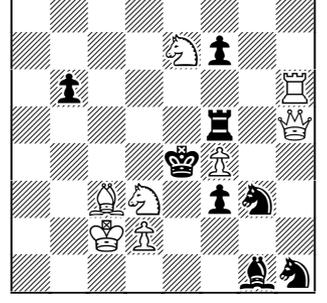
#3

M0007 Edgar Holladay
And Otto Wurtzburg, USA



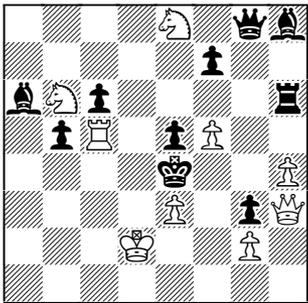
#4 a) diagram b) Qc4→d1
c) Nc5→g7 d) Kh1→h7

M0008 Mike Prcic
Westlake Village, CA



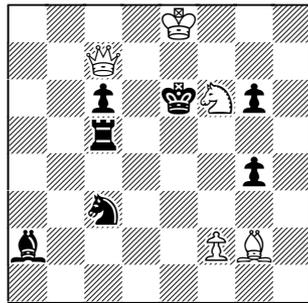
#4

M0003 Dr. Milan Vukcevic
University Heights, OH



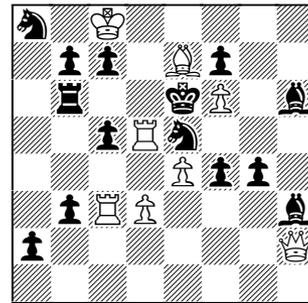
#3

M0004 Dr. Milan Vukcevic
University Heights, OH



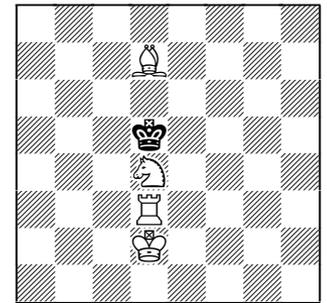
#3

M0009 Dr. Milan Vukcevic
University Heights, OH



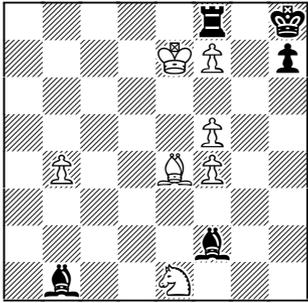
#7√√

M0010 Edgar Holladay,
Carmel, IN



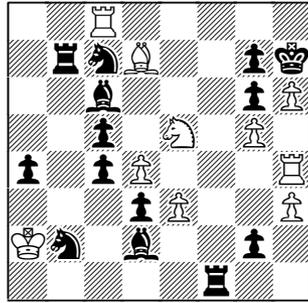
#7√√√ Two solutions

E0001 Dr. Milan Vukcevic
University Heights, OH



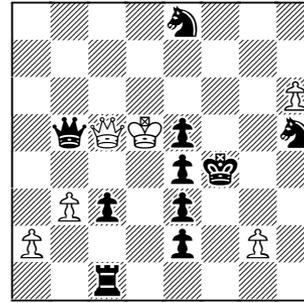
Win

E0002 Dr. Milan Vukcevic
University Heights, OH



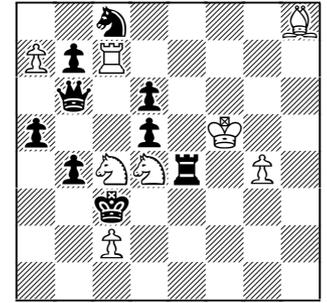
Win

H0005 Edgar Holladay,
Carmel, IN



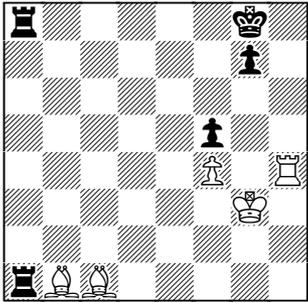
H#2 See text!

H0006 Daniel Meinking
Cincinnati, OH



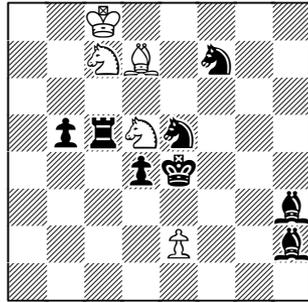
H#2 Six solutions

H0001 Mark Kirtley
Alpine, TX



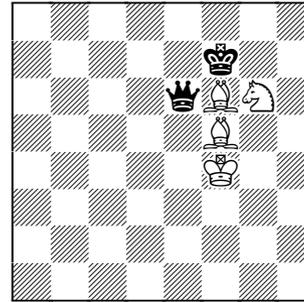
H#2 Duplex

H0002 Joe Youngs
Maple Grove, MN



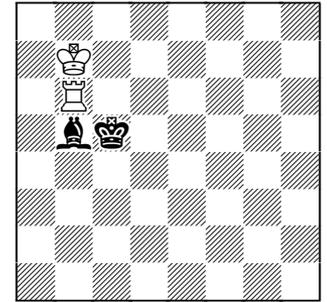
H#2 Two solutions

H0007 Edgar Holladay
and Herman Menkis



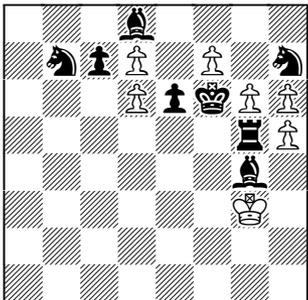
H#2.5 Four solutions

H0008 Rauf Aliovsadzade
Lincon, NE
Dedicated to Lincon, NE



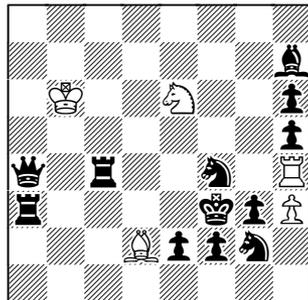
H#3 b) shift all pieces 3 squares to the right: Ke7/Kf5/Re6/Be5

H0003 Joe Youngs
Maple Grove, MN



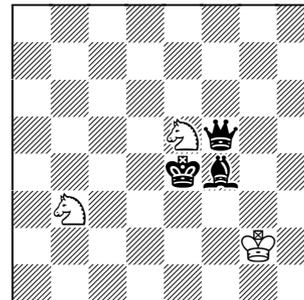
H#2 Four solutions

H0004 Christopher J. Feather
Stamford, England
"The American Dream"



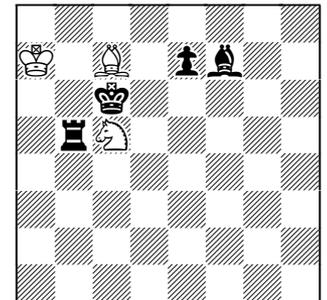
H#2 Two solutions

H0009 Robert J. Bales
Broadview, IL



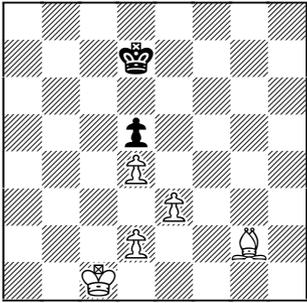
H#3 See text!

H0010 Mike Prcic
Westlake Village, CA



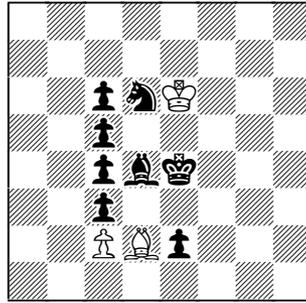
H#3 Two solutions

H0011 Rauf Aliovsadzade
Lincon, NE



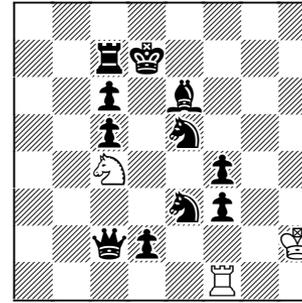
H#3 b) wK=>d1

H0012 Gary Sargent
Rockford, IL
Dedicated to Edgar Holladay



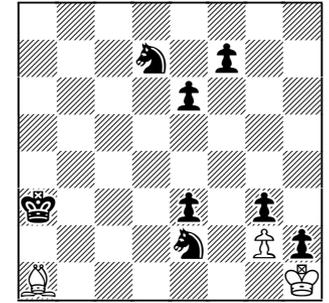
H#3

H0017 Mark Kirtley
and Daniel Meinking



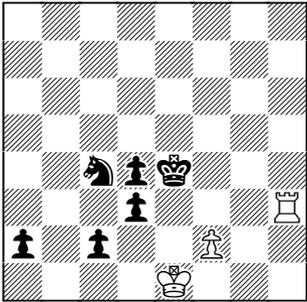
H#5.5

H0018 Fadil Abdurahmanovic
Sarajevo, Bosnia



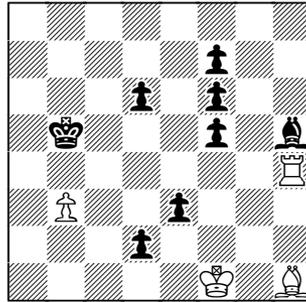
H#7 Two solutions

H0013 Rolf Wiehagen
Kaiserslautern, Germany



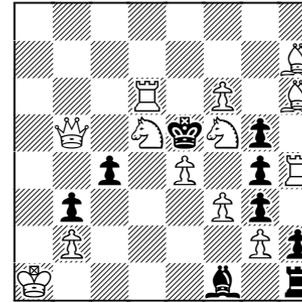
H#3.5 b) -bNc4

H0014 Fadil Abdurahmanovic
Sarajevo, Bosnia



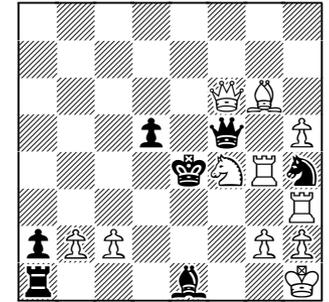
H#3.5 Two solutions

S0001 Dan Meinking
And David L. Brown



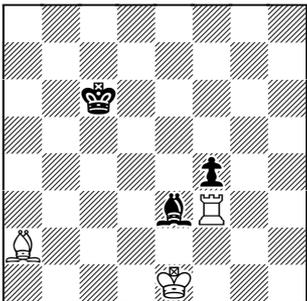
S#3

S0002 Sterling Carrol
Memphis, TN



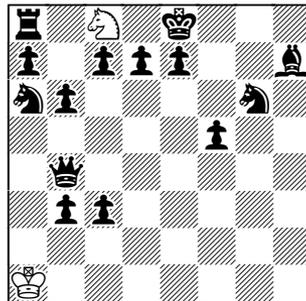
S#3

H0015 Rolf Wiehagen
Kaiserslautern, Germany



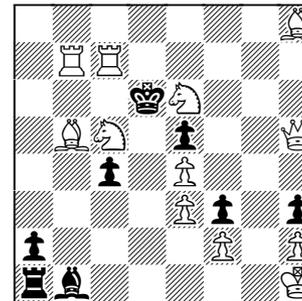
H#4

H0016 Gianni Donati
Princeton, NJ



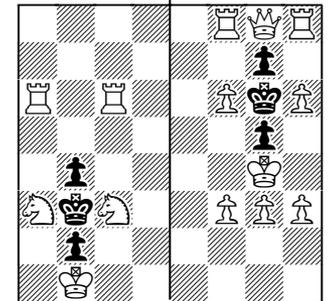
H#4

S0003 David L. Brown
Rockford, IL



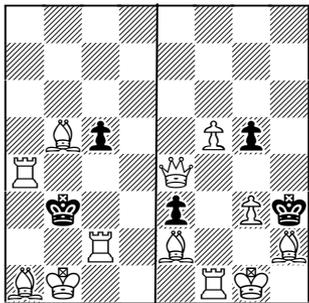
S#3

S0004 Francis Meriwether
Nashville, TN



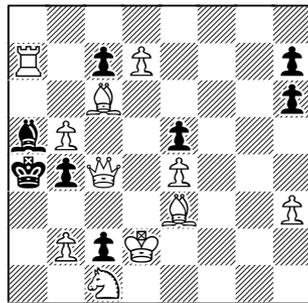
S4

S0005 Mark Kirtley
Alpine TX



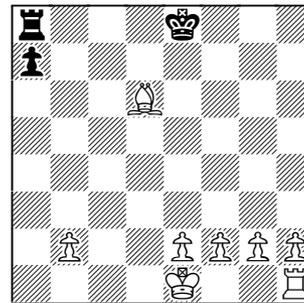
S#5

S0006 Mike Prcic
Westlake Village, CA
To Virginia



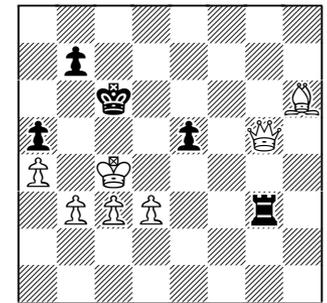
S#8

F0004 Gianni Donati
Princeton, NJ



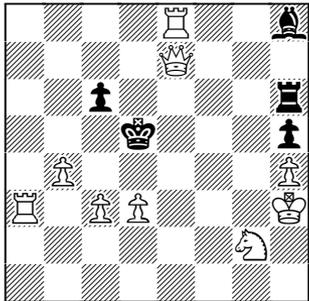
H#3 Circe b) Pb2→d2

F0005 Alex Markevitch
Madison, NJ



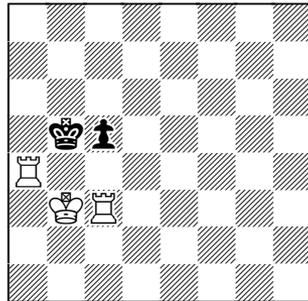
S#5 Maxi Two solutions

S0007 David L. Brown
Rockford, IL



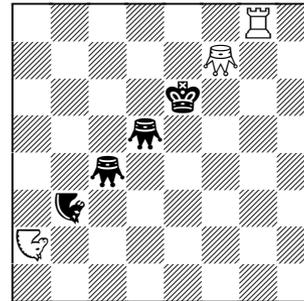
S#9

F0001 Edgar Holladay,
Carmel, IN



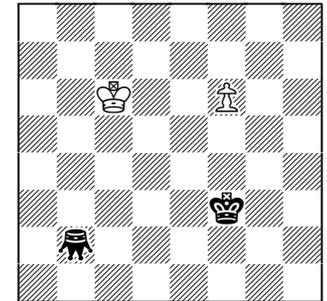
=5 b) Shift position so that
wKg2/bKg4

F0006 David P. Moulton
Madison, WI



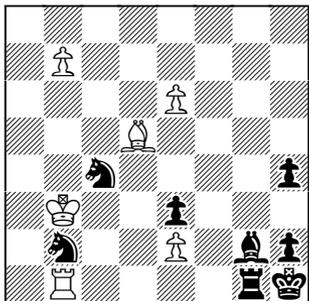
H#3 b) wK=>g1

F0007 Michael Neumeier
Cincinnati, OH



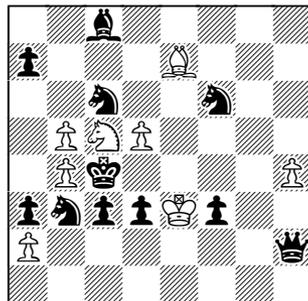
H#3 2 solutions, vaulting kings

F0002 Daniel Meinking
Cincinnati, OH



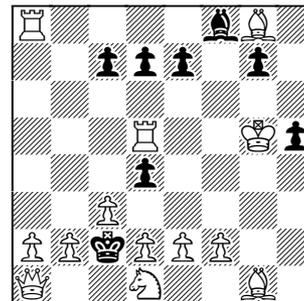
H#2 Andernach, 4 solutions

F0003 Newman Guttman
Evanston, IL



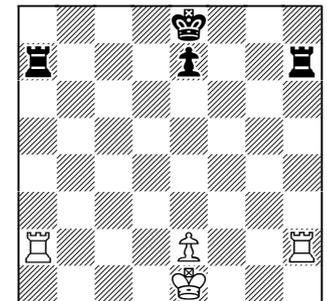
H#2 Andernach, 4 solutions

R0001 Thomas Volet
New Canaan, CT



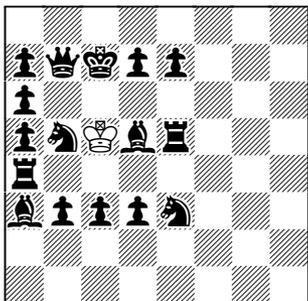
Last five captures

R0002 Henrik Juel
Kokkedal, Denmark



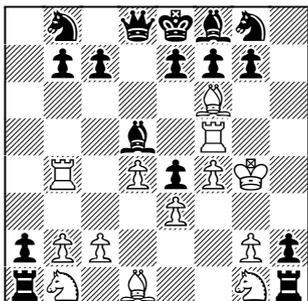
Add 23 units to create an illegal
Cluster

R0003 Gianni Donati
Princeton, NJ, For Emily



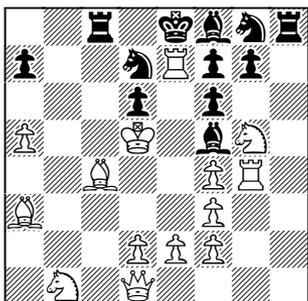
Last 6 single moves

P0002 David P. Moulton
Madison, WI



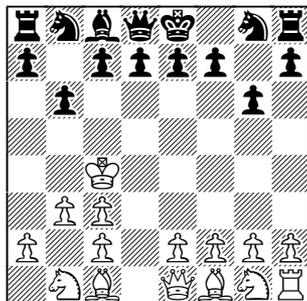
Proof game in 19.0 moves

P0004 Olli Heimo
Helsinki, Finland



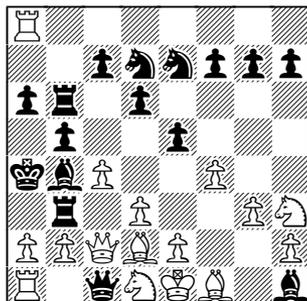
Proof game in 28.5 moves

P0001 Mark Kirtley
Alpine, TX



Proof game in 8.5 moves

P0003 Noam Livnat
Elon Moreh (Shechem), Israel



Position after White's 24th move.
Path of wRa8?

REMINDER! Please send all of your solutions and any comments to our solutions editor John Meyers.

IMPORTANT!

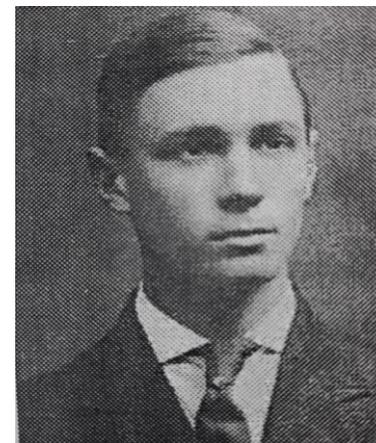
The points scored from solving problems in StrateGems will be added to your total from Chess Life.

CHARLES W. SHEPPARD

A profile of an American composer

Charles William Shepard was born on October 12, 1886, in Norristown, Pennsylvania, and he spent his entire life in this community. He was educated at the Plymouth Meeting Friends School and the George School in Bucks County, Pennsylvania, showing marked ability in mathematics and baseball. Although he learned chess moves at school, it was not until he obtained a chess-playing brother-in-law that his interest in chess was thoroughly kindled. He began to solve chess problems in the Philadelphia newspapers and soon tried his hand at composing. Seeing a notice in a Sunday newspaper that the Good Companion Chess Problem Club was holding an international tourney for two-movers, he sent an entry, which, to his surprise, won a prize...and he was hooked.

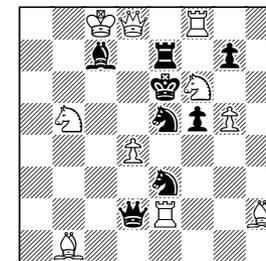
Sheppard's composing activity was confined largely to the periods 1917-1922 and 1941-1945, although a few more of his problems appeared in the 1950's. As an active member of the Good Companion Problem Club, he produced many of the memorable problems for which that organization's tourneys were responsible. It was with reluctance that he gave up composition in 1992, farmers having "problems other than chess on their hands".



That the succeeding year did not diminish his creative powers was seen during his triumphant return in the early 1940's, when his successful research in various pinning and unpinning themes added to his already impressive collection of problems.

We have selected seven of his problems five of which are commented on by Sheppard's good friend, Edgar Holladay.

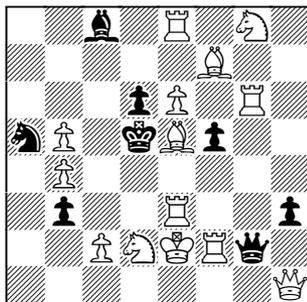
Prize, Chess Correspondent
1943v



This is possibly the best problem Sheppard made after his return to Sheppard made after his return to composition in 1941. The halfpinned knights make a total of four corrections, two of them halfpin interferences. The e5 knight makes three four-way corrections. Whether the e3 knight makes a four-way correction is an academic question not affecting the problem's overall merit; the contingent threat is permitted by a simple unguard of f5, but the desired white line opening (the pin of the e5 knight) is necessary for the mate after 1...Sc2.

1.Nh5! 2.Nf4#
 1...N5~N3~ 2.Bxf5#
 1...Nd3 2.Pd5#
 1...Nf7 2.Nxg7#
 1...Nd7 2.Nxc7#
 1...Nc2 2.Ba2#

C.W.S and Alain White
 New York Post 1941v

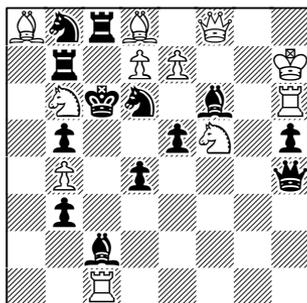


#2

Sheppard did some fruitful experimentation with the idea of a line-pinned black queen simultaneously unpinning one white piece while pinning another. The above diagram is a simple but amusing illustration suggested by Alain White.

1.Bb2! 2.Rd3#
 1...Qe4 2.Rxf5#
 1...Rxe6 2.Ne7#
 1...Rgx6 2.Nf6#
 1...Rxe6 and 1...Rgx6 are simultaneous pins of white and black. The withdrawal of the key bishop from *en prise* is not a serious flaw because 1...Pxe5 is set with 2.Rd3#

Good Companions
 1922



#2

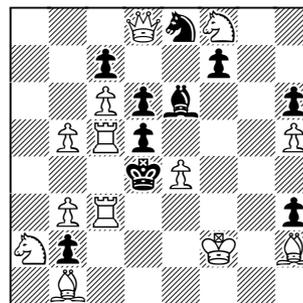
The above problem shows the Hume theme, a combination of half-pinning with two interference unpins of White.

Set: 1...Ne4 2.dxc8Q#
1.e8N! 2.Qxd6#
 1...Nd~ 2.Qc5#
 1...Ne4 2.Ne7#
 1...Be7 2.dxc8Q#

The following problem is a mutate with a disappearing halfpin.

The next diagram, collaboration with our own Edgar Holladay, shows black selfpinning as a part of the theme. The last two diagrams are shown without comment.

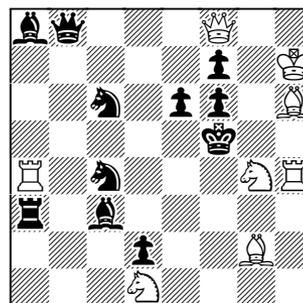
Good Companions
 1920



#2

Set: 1...dxc5 2.Rc4#
 1...dxe4 2.Be5#
1.Qh4! Waiting
 1...exc5 2.Rd3#
 1...dxe4 2.Qxe4#

First Prize
 American Chess Bulletin '52

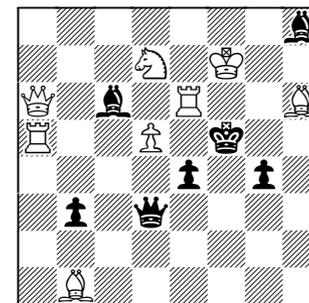


#2

1.Ne5! 2.Rh5# 1...Qxe5 2.Bh3# (Be4? Rf4?)
 1...Bxe5 2.Be4# (Bh3? Rf4?) 1...N6xe5
 2.Rf4# (Be4? Bh3?) 1.N4xe5 2.Ne3# (Rf4?
 Be4? Bh3#) 1...fxe5 2.Qxf7# (Rf4? Be4?
 Bh3?) 1...Kxe5 2.Qc5#

A rare book, **Sheppard Two-Movers** (1963) by Edgar Holladay, was reprinted in 1997. The classic collection of Charles W. Sheppard's best 100 problems (mostly masterpieces) shows popular themes mainly from the 1920's and the 1940's. An interesting biography accompanies Holladay's insightful comments, and full solutions are on each page. The 32-page book can be ordered for \$5 from David L. Brown, 2217 N. Alpine Road, Rockford, IL 61107-1437.

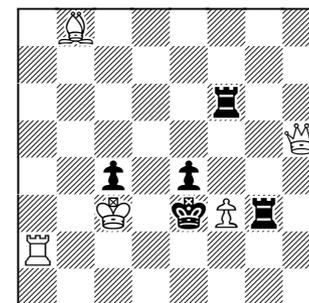
C.W.S and Edgar Holladay
 Chess Review 1943v



#2

1.Rxe4! 2.Rf4#
 1...Qxd5+ 2.Re6#
 1...Bxd5+ 2.Qxe6#
 1...Qxe4 2.Qf1#
 1...Bxd7 2.Qg6#

Third Prize
 American Chess Bulletin '51



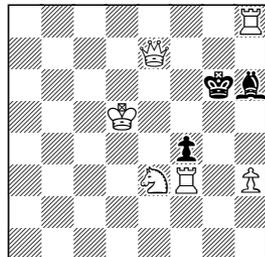
#2

Set: 1...Rxf3/Rgxf3 2.Qc5#
 1...exf3 2.Qe5# (Qc5?)
 1...Rf4 2.Ba7# **1.Qh4!** 2.Qxe4#
 1...Rxf3 2.Ba7# 1...Rgxf3 2.Qe1#
 1...exf3 2.Qd4# 1...Rf4 2.Qxf4#
 1...Kxf3 2.Qxg3# 1...Rg4 2.Qf2#

WOLA GULOWSKA TOURNEY REPORT

The eighth traditional chess composition tourney, in the Polish city of Wola Gulowska, attracted 127 composers from 28 countries with 333 compositions. There were five categories of compositions: Twomovers, Threemovers, Selfmates in 2 moves, Helpmates in 2 moves and Seldmates in 2 moves Circe. The following are the winning compositions.

1st Prize, Wassil Markowcuj
Ukraine

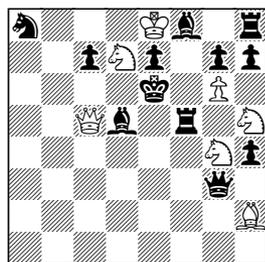


#2

Perfectly constructed Zagoruiko with interesting play of the black bishop.

1.Ng2? Kh5/B~ 2.Nf4/Nh4#, 1...Bg5!
1.Ng4? Kh5/B~/Bg5 2.Rxh6/Qf6/Qh7#,
1...Bg7!
1.h4! (zz), 1...Kh5/B~/fxe3
2.Qg5/h5/Qf7#

1st Prize, Waldemar Tura
Poland

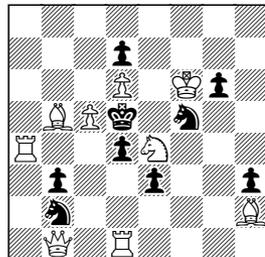


S#2

Reciprocal change

1...Qd6[a]/Bc6[b] 2.Nxf8[A]+/Nxc7[B]+
1.Kd8! (2.Qxe7+ Bxe7#)
1...Qd6[a] 2.Nxc7[B]+ Bxc7#
1...Bc6[b] 2.Nxf8[A]+ Rxf8#
(1...Qa3/Bd~ 2.Nxf8+)

1st Prize, I. Agapov and
A. Bachariew, Russia

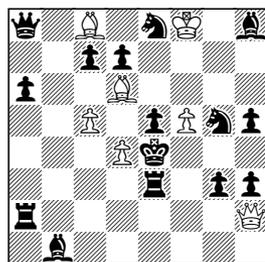


#3

Good key, light and esthetic construction.

1.Qa1! (2.Raxd4+ Nxd4 3.Qa8#)
1...Kxe4 2.Rdx4+ Nxd4 3.Qh1#
1...Nxd1 2.Rb1! Kxe4 3.Qa8#
1...Nd3 2.Rc4! Ne5 3.Nc3#

1st Prize, Chris J. Feather
England

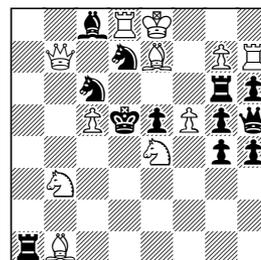


H#2 b/c/d) Bd6→e7/c3/a1

Cyclic moves of the black king.

a) 1.Kf3 Bxa6 2.e4 Qxc3#
b) 1.Kxf5 Qxc3 2.Ne4 Bxd7#
c) 1.Kd5 Bxd7 2.Be4 Qxa2#
d) 1.Kd3 Qxa2 2.Qe4 Bxa6#

1st Prize, Michel Caillaud
France



S#2 Circe

1.Bf6? (2.g8B+! Rxg8 [+wBf1]#
1...Kc4 2.g8Q+! Rxg8 [+wQd1]#
1...Rxb1 [+wBf1]! (2.Nf6+?)
1.Bf8! (2.g8Q+! Re6#)
1...Kc4 2.g8B+! Re6#
(1...Rxb1 [+wBf1] 2.Nf6+
Rxf6 [+wNg1]#
1...Bd3? (2.Nf6+ Rxf6#0 Bxb7 [+wQd1+]

♠ ♚ *StrateGems* ♚ ♠

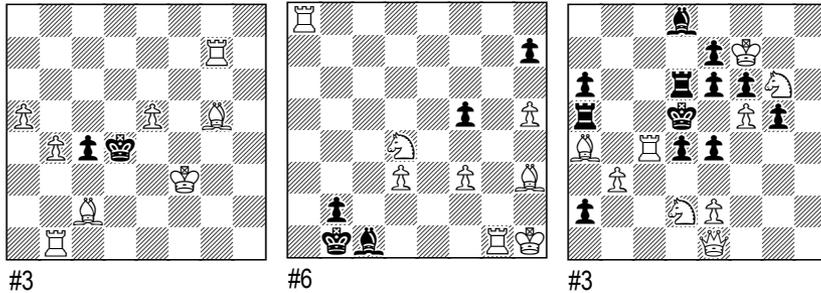
Editor's note: Circe definition. When captured, a piece (other than King) is reborn on its game-array square. Rook, Bishop and Knight are reborn on the square that is the same color as the square of the capture, Pawns on the file of the capture. If the game-array square is occupied, the captured piece disappears, as in a normal capture. Castling is permitted with a reborn Rook. Fairy pieces are regarded as being the result of promotion and so are reborn on the promotion-square on the file of the capture.

Tourney announcement. The ninth Wola Gulowska Tourney has been announced. The competition will be in the following categories:

1. Twomovers
2. Fourmovers
3. Selfmates in 2 moves
4. Helpmates in 2 moves
5. Selfmates in 2 moves Madrasi

In each group there are 3 prizes. Closing date: May 15th 1998. Award will be ready by September 30th 1998. Problems on diagrams with the complete solution should be sent to: Dom Kultury-Pomnik Czynu Bojowego Kleeberczykow 21-481 Wola Gulowska POLAND

I met Edwin in the Fall of 1996, while he was working on a very original helpmate. I did not yet see that problem in print. Edwin develops each of his ideas with utmost care, and takes often more time than available. This is the main reason why many do not know about his artistry. Here are three of his problems. The first two were published in *Deutsche Schachzeitung*.



In this threemover, published in 1981, Edwin hid an Indian. If you don't believe it, here is the solution: **1.Bg6!!** Kc3 2.Ke4! Kc2 3.Kd4#. Also, there are side variations. Please, find them, and then you will understand why 1.Bf5? and 1.Bh7? do not work.

The next problem is a six-mover published in 1989. It too has many tries that explain the incredible first move: **1.Kh2!!** h6 2.Rh1!! f4 3.Bf1! be3 4.Be2+ Bc1 5.Bd1 Be3 6.Bc2#. Please, find the rest yourself. You will be richly rewarded for your efforts.

Finally, here is a more recent threemover, published in 1994 in *Landeszeitung*. Edwin took all of 45 years to perfect this setup! The idea is consecutive double threats.

Editor's note

If you have a story to tell please write to us. We like to hear from our readers.



Das Matt des Weißen Koenigs by Friedrich Chlubna

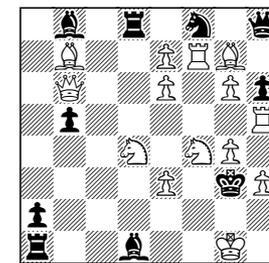
The Mate of the White Kings is a book about Selfmates written by the editor of the Austrian chess publication *Schach-Aktiv*. This wonderful book is a must for all serious Selfmate composers as well as solvers. The book is written in German with an English introduction. It has 15 chapters; each chapter has a brief description in English. The book starts with a question: "Do you like Selfmates?". If you are not sure, by the time you reach the end of the you will be hooked.

In its introduction the book traces the origins of Selfmates back to the year 1273 (!). Selfmates were not popular in past centuries although there were occasional appearances notably in the 18th Century by Italian chess masters. Selfmates became popular in the 19th Century. By now, of course, they have found their rightful place in the art of chess composition.

In searching through 300 diagrams, most of them prize winners, I had a hard time making a selection for today. They are all so deserving. I picked 9 diagrams and I hope you like them.

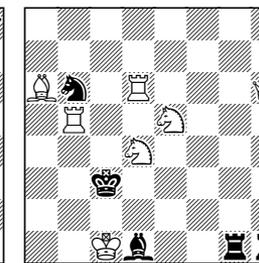
We start with Milan's threemover, a theme which can be only shown in a Selfmate in its full glory.

Milan R. Vukcevic
1st Prize, *Chess Life* 1991



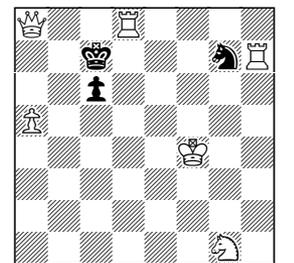
S#3

Leopold Szwedowski
2nd Pr., *Problemista* 1911



S#2

B. Lindgren & H.P. Rehm
1st Pr., *Probleemblad* 1980



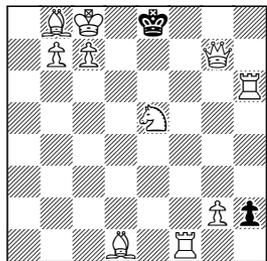
S#13

Two tries: 1.Rf6? (2.Nde2+ Bxd2#) and 1.Bf6? (2.Nfe2+ Bxd2#) are defeated by 1...Rxd4! and 1...Bxf4!. However, Milan has a Nowotny in his back pocket. **1.Qd6!** with a threat of 2.Nd5+ Rxd6/Bxd6 3.Rf3+ Bxf3#. And now, after 1...Rxd6 2.Bf6! ~ 3.Nfe2+ Bxe2# or 1...Bxd6 2.Rf6! ~ 3.Nde2+ Bxe2#.

The following twomover by Szwedowski is a Meredith without pawns, a truly brilliant construction. Two white threats, 1.Rb3+? and 1.Ne2+? don't work because both moves open lines for Ba6 and Rd6. Here again the white queen comes to the rescue. **1.Qe6!** with a threat of 2.Qb3+ Bxb3#. Black does its best to defend the threat by using its knight. Both defenses however close white lines enabling the original threat. 1...Nc4 2.Rb3+! Bxb3# and 1...Nd5 2.Ne2+! Bxe2#.

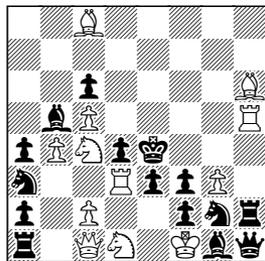
The next problem is a much longer proposition, 13 moves. It has four acts. In the first act: **1.Ke3!** c5 2.Qb8+ Kc6 3.Rh6+ Ne6 the black pieces have moved one rank toward the white king. In the second act: 4.Kd2 c4 5.Rd6+ Kc5 6.Rh5+ Ng6 the advance continues. The third act is similar: 7.Kc1 c3 8.Qb6+ Kc4 9.Rh4+ Ne4. The white king has reached its goal square. The final act can now begin: 10.Rg4! c2 11.Rd4+ Kc3 12.Rg3+ Nxg3 13.Ne2+ Nxe2#. Beautiful!

Petko A. Petkov
3rd Prize, *Stella Polaris* '69



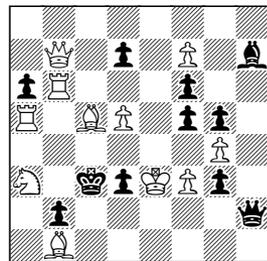
S#4

Uri Avner
1st Place, WCCT-2 '80-83



S#3

Petko A. Petkov
1st Prize, *D. Schachzeitung*



S#7

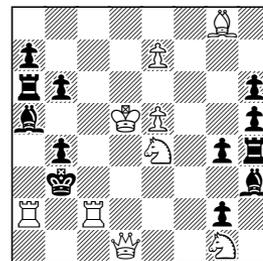
The first of Petkov's two problems is a breathtaking black four-fold promotion; Meredith with the bare minimum of black forces! It goes:

1.Nc4! (zz), 1...h1Q 2.Bh5+ Qxh5 3.Qe5+ Qxe5 4.Re6+ Qxe6#,
1...h1R 2.Rh8+ Rxh8 3.Rf8+ Rxf8 4.Qe7+ Kxe7#,
1...h1B 2.Bf3 Bxg2 3.Bc6+ Bxc6 4.Qd7+ Bxd7#,
1...h1N 2.Rh4 N~ 3.Re4+ Nxe4 4.Nd6+ Nxd6#.

Avner's threemover is one of the finest Selfmates to date. With the key: **1.Bg7!**, White threatens 2.Nc3+ dxc3 3.Rxe3+ Nxe3# (Qc1 & Nc4 are pinned). Black defends with: 1...Rxh5 2.Nd6+ Kd5 3.Nxe3+ Nxe3# (Qc1 & Rd3 are pinned), 1...Rxc1 2.Bf5+ Kd5 3.Ncxe3+ Nxe3# (Nd1 & Rd3 are pinned), 1...Nxc2 2.Rxd4+ Nxd4 3.Qxe3+ Nxe3# (Nd1 & Nc4 are pinned), 1...Nb1 2.Nxf2+ exf2 3.Nd2+ Nxd2# (Qc1 & Rd3 are pinned). Also: 1...Ng~ 2.Nd2+ exd2 3.Nf2+ Rxf2/Bxf2#.

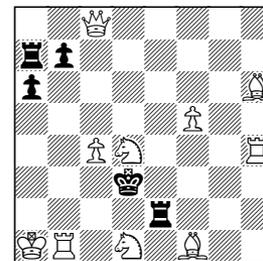
Petkov's sevenmover utilizes Popandopulo battery with two white bishops. The remarkable features of this problem are its threat in seven moves plus two fine variations and the key being a minor promotion. White starts with: **1.f8B!** and threatens 2.Bb4+ Kb3 3.Bbd6+ Kc3 4.Be5+ fxe5 5.Bb4+ Kb3 6.Bc5+ Kc3 7.Bd4+ exd4#. Black defends with: 1...Qh6 2.Bb4+ Kb3 3.Bbe7+ Kc3 4.Bxf6+ Qxf6 5.Bb4+ Kb3 6.Bd6+ Kc3 7.Be5+ Qxe5# and 1...g2 2.Bb4+ Kb3 3.Bc3+! Kxc3 4.Bb4+ Kb3 5.Bc3+ Kxc3 6.Qc7+ Qxc7 7.Rc5+ Qxc5#

Milan R. Vukcevic
The Problemist 1993



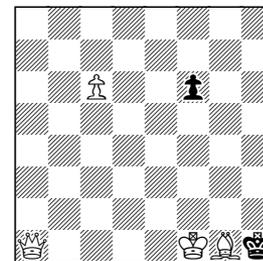
S#5

Gyorgy Bakcsi, 1st Prize
Magyar Sakkelet 1977



S#4

Peter Kniest, 4th Prize
Die Schwalbe 1968



R#5

In his second problem Milan utilizes two black batteries in spectacular fashion.

1.Ke6! (zz), 1...b5+ 2.Kf5+ Re6 3.Rcb2+ Kc4 4.Qb3+ Kd4 5.Nf3+ gxf3#,
1...g3+ 2.Kd6+ Be6 3.Rd2+ Kc4 4.Qc2+ Kb5 5.Qc5+ bxc5#.

In Bacsi's fourmover, the mate will come from the Ra7, but the a6 pawn must be moved first. **1.f6!** with the threat of 2.Qf5+ Kxc4 3.Qb5+ axb5#. To answer the threat, Black advances a6 pawn: 1...a5 2.Qc5 with a threat of 3.Nf2+ Kc3 4.Qb4+ axb4#. Black counters by advancing the pawn again: 2...a4 3.Qb4 threat 4.Qb3+ axb3#. Black advances again: 3...a3 and now 4.Nb2+ axb2#. Nice!

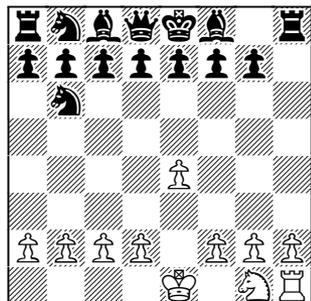
Our last diagram is a Reflexmate in 5 (Reflex mates have an added condition – like a reflex action). Thus, the challenge for White is to find a safe square for the white queen. **1.Qb1!** f5 2.Qb4! f4 3.Qb6 f3 4.Qa6 f2 5.Qe2 fxg1Q#.

To order this book, please write to Friedrich Chlubna, A-1120 Wien, Wilhelmstraße 37/4, Austria. Other books available from F. Chlubna: C.J.Feather: *Black to Play* (written in English, the book is about Helpmates). F.Chlubna: *Michael Keller, ein Meister des Schachproblems*

StrateGems Tourney Announcement

StrateGems announces a formal tourney for orthodox proof games in which one or more pieces are not what they appear to be. The following two examples will illustrate the theme.

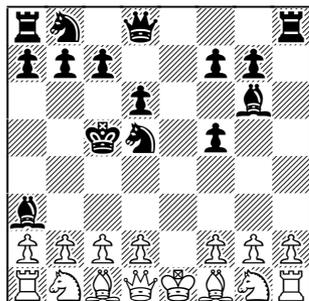
Example 1



Proof game in 10.5 moves

1.e4 h5 2.Qg4 hxg4 3.Nf3 gxf3 4.Be2 fxe2 5.Rf1 exf1R+ 6.Ke2 Rxc1 7.Nc3 Rh1 8.Rxh1 Nf6 9.Ke1 Nd5 10.Ne2 Nb6 11.Ng1

Example 2



Proof game in 11.5 moves

b) c7→h7

a) 1.e3 Nf6 2.Qf3 Nd5 3.Qf6 exf6 4.e4 Ba3 5.e5 Kc7 6.e6 Kd6 7.e7 Kc5 8.e8Q d6 9.Qg8 Bf5 10.Qxh7 Bg6 11.Qh5 f5 12.Qd1

b) 1.Nc3 Nf6 2.Ne4 Nd5 3.Nf6+ exf6 4.e4 Ba3 5.e5 Ke7 6.e6 Kd6 7.e7 Kc5 8.e8N d6 9.Nxc7 Bf5 10.Nb5 Bg6 11.Nc3 f5 12.Nb1

Judge: Philippe Schnoebelen

Entries to Gianni Donati at Bertrand Drive, Princeton, NJ 08540 USA or Email at Gianchess@aol.com, by June 30, 1998

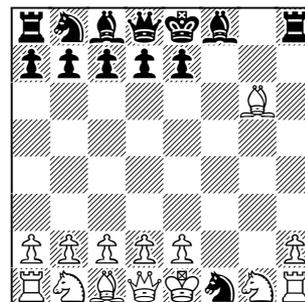
Prizes First Prize, \$100; Second Prize \$50; Third Prize \$25; Fourth and Fifth Prizes, one-year free subscription to StrateGems.

Danish Retro Tourney Announcement

Each year in its January issue the Danish chess problem quarterly *Thema Danicum* announces an informal composition tourney, usually with humorous or unusual themes. In past years the *themes* have been things like illegal clusters, problems on 4x4 boards, or Zigzag problems. This year they ask for a proof game in under 10.0 moves without any fairy elements. Multiple solutions, variations, and twins are allowed. The best problem is awarded a small book prize. The most interesting problems are published in *Thema Danicum* and are in the regular tourney for 1998. At most two problems per composer must reach the judge before April 1, 1998. Please, send your entries to: Henrik Juel, Bygvaenget 265, DK-2980, Kokkedal, Denmark, email: hj@imm.dtu.dk (please include snail-mail address).

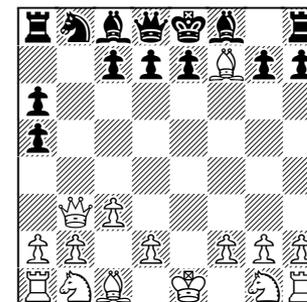
The following two examples, both by Retros list old-timers, show that short proof games may be beautiful.

Mario Velucchi
L'Italia Scacchistica 1997



Proof game in 6.5 moves
Two solutions

Noam Elkies
Retros list 1998



Proof game in 8.5 moves

Solutions

Mario's problem: 1.f4 Nh6 2.f5 Nxf5 3.g3 Nxc3 4.Bh3 f5 5.Bxf5 Nf1 6.Bxh7 g6 7.Bxg6#; 1.f4 g5 2.fxg5 f5 3.g6 f4 4.gxh7 f3 5.hxg8B fxg2 6.Bh7 gxf1N 7.Bg6#.

Noam's problem: 1.e4 a5 2.Ba6 bxa6 3.e5 Bb7 4.e6 Qc8 5.exf7+ Kd8 6.fxg8B Ke8 7.c3 Qd8 8.Qb3 Bc8 9.Bf7#.

One of the goals of our magazine is to promote chess composition in the USA. Currently we have many composers of world quality. At the same time, we would like to add new composers. To that end, starting with the April issue, StrateGems will have a section for novice composers. All of you interested in chess composition can submit your original work to our editors. They will work with you and help you improve your compositions. If we get enough entries, several compositions will be published in the special Novice Section in each issue. Novice composers will be allowed to publish their compositions in the Novice Section for one year. After that they will graduate to the main section. All the compositions in the Novice Section will also compete for awards.

Rules for the Solving Ladder

Most of the readers and solvers are probably familiar with rules for solving ladder. As you may know, only problems from the Original Composition section are eligible. Maximum number of points for any given problem is seven (7). When sending solutions please keep in mind the following:

1. For twomovers, except Helpmates, send only the key;
2. For moremovers send the key and at least one variation;
3. For Helpmates send full solution(s);
4. For Retros and Proof games send the full solution(s).

If there are any questions, please contact individual editors.

I know that composing chess problems is not easy. All the current composers have a head start on you. But they started from ground zero as well. The work may be hard but the reward of seeing your problem published is very special. By becoming a composer, you will be joining a very unique group of artists.

Chess composition is an old art. It goes back a few thousand years. Our country has a great tradition in this field. Whenever I think of Sam Loyd I am inspired. There were others after him and many more who are currently representing our country at the WCCT-6. Perhaps a few years from now one of you will be one of them. So don't be shy, get that chess board out, compose a problem and send it to us.

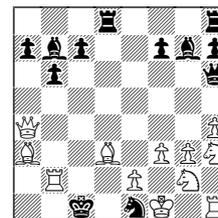
In the old comedy films of Bing Crosby and Bob Hope the two often played a sort of pat-a-cake game with each other. They did this to put the movie villains off guard, using the game as a preface to getting in the first punch.

Problem's themes remind me of this pat-a-cake game. We smile at the silliness but effectiveness of a Grimshaw. We like the problem duel not only for its combative poignancy but also because the duel is a duet. We fully understand the contrived nature of a chess problem, or a scene in a comedy, and that the cute method usually does not work well in real chess or real life. But apparently, we appreciate playful strategy when we seem to get away with it. This is true sometimes even when the playfulness fails, as with an underpromotion try – or with Bing and Bob in *The Road to Morocco* when their pat-a-cake finally backfires.

Digging a little deeper, perhaps we can take a clue from the philosopher Henri Bergson who suggested that humor has a lot to do with getting people away from mechanical or conditional behavior. Certainly, the key-move in Sam Loyd's well-known *American Indian* problem is anything but conditioned. The position has been mischievously dressed up to look like one from an actual game. Although this was not Loyd's usual practice, I think that it helps us understand that the beauty of the theme depends upon the context of the game of chess where we expect all action to look conditioned – and bishop to f8 does not!

Over the decades composers have of course searched for new contexts in games not exactly the same as chess, by creating unusual rules or stipulations. But perhaps the best development is: let part of the PLAY ITSELF create a context or precedent, and some other part create the act that is unconditioned by virtue of its being unprecedented.

Samuel Loyd
"The American Indian"



#2 1.Bf8!!

For example, a queen promotion in one variation becomes a knight promotion in another, or diagonal line-play becomes orthogonal, or the move order changes. A move sequence is established as a natural consequence of a setting, and then the setting is shown to have a contrasting move or sequence as another consequence.

This trick is also a way of humor. Someone once remarked to Dorothy Parker, while allowing her to be the first to pass through a doorway, "Age before beauty." She replied, "Pearls before swine!"

Notice how she abided by the grammatical form laid down by the first speaker's cliché, but changed the effect to its opposite. A more outlandish but telling example concerns an earthquake that occurred in Montana in 1959. Because of the earthquake, a mountain collapsed and caused many fatalities. Later, a helicopter pilot, while searching for survivors, saw something that made him laugh. A motorist was safe, but stranded along with the car, perched atop a sort of pedestal of land formed when the road ahead and behind had fallen away. The pilot says that it was the funniest thing he had ever seen. To appreciate the humor in this case it may help to have been there. But it fits the pattern of "the precedent followed by the unprecedented." Out of the same earthquake came scenes both of great violence and apparent tenderness.

But it had to be the SAME earthquake to be funny. And with chess problems we like for contrasting effects to arise from as nearly the same setting as possible. Change that is shown using set-play, try-play, post-key variations, and multiple solutions is preferred to change using twins, and in turn twins to phases built on a zeroposition. If the setting is altered too drastically, we do not see one effect as a precedent, nor the other as unprecedented.

On the subject of wordplay, Sigmund Freud wrote: "One can take the same verbal material and merely make some alteration in its arrangement. The slighter the alteration – the more one has the impression of something different being said in the same words – the better is the joke technically."