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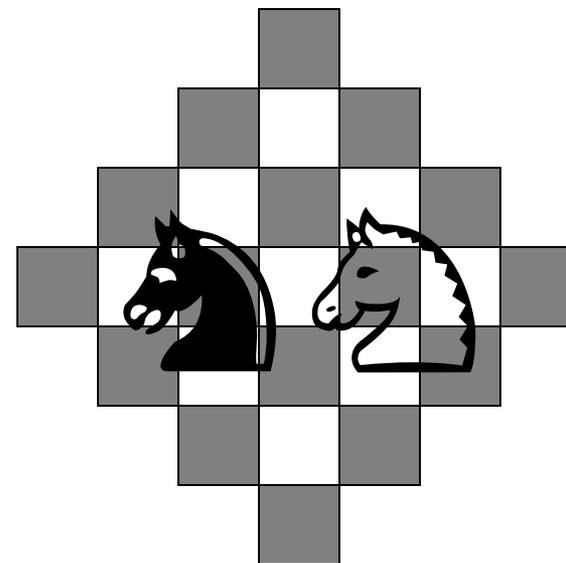
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43rd World Congress of Chess Composition (WCCC)

by Newman Guttman and Mike Prcic

The Croatian resort city of Pula was the site of the 43rd WCCC during the week of September 2nd. Pula is old and charming, dating back to the Roman Empire, with a large coliseum being one of its attractions. The meeting was held at the Histria hotel, nestled in a cove at the tip of the Istrian peninsula.

The WCCC program was typical of past meetings: Day 1, Saturday -- arrivals. Day 2 morning, opening official Commission session; evening, meeting with Croatian problemists. Day 3 morning, Open Solving Tourney; evening, Quick Composing Tourney. Day 4 morning, part one of World Chess Solving Championship (WCSC); afternoon, tour of city and reception with the mayor at city hall; evening, lectures. Day 5 morning, part two of WCSC; afternoon, Commission official meetings. Day 6 daytime, excursion of Pula and environs, including wine tasting; evening, Solving Show. Day 7 morning, final Commission official meeting; evening, banquet with awarding of prizes. Day 8, departure. During the week, many delegates sponsored thematic composing tourneys.

In time for the banquet, the organizers quickly produced a Bulletin containing pictures and many results of tourneys. It told us that 207 participants registered, including wives, companions, and children. Twenty-eight of the Commission member countries had representatives. Many of the attendees were solvers. Among the larger groups: Croatia, 15; Germany, 11; Israel, 12; Russia, 25; Slovakia, 16; Ukraine, 15.

Here are the main solving results: The Open Solving Tourney, with 85 contestants, was won by Piotr Murdzia of Poland, followed by Marko Klasinc of Slovenia and Mark Erenburg of Israel. The 24th WCSC team solving tourney was won by Germany, followed by Yugoslavia and Slovakia. Among the individual solvers, Michel Caillaud of France led, with Boris Tummes of Germany, second. The "Solving Show" was entertaining. Initially eight pairs of solvers tried to solve twomovers projected from a computer on a screen. The winners move on to the next round. The winner was Murdzia who defeated Kovacevic in the final round.

Main results of the meeting.

1. WCCI, World Composing Championship Individual. The major features of this competition were settled last year in Natanya and have been published. They are: eight sections corresponding to Album sections; three-year intervals; only published problems; no joints; six entries per section max; the composer who gets the highest sum of his best four rated problems is world champ for the interval. The first official tourney will be announced for 1998-2000.

2. FIDE Album. The 1992-4 Album will be out before the next PCCC meeting in 2001. The 1989-91 Album is being republished in a second edition. The publishers hope to produce 1995-97 in 2003. Judges for 1998-2000 were mostly nominated. Milan Vukcevic was named a judge for moremovers and Gianni Donati director for retros. The announcement of the new Album 1998-2000 will be made this winter.

3. WCCT. The previous results will be announced before the next meeting. Themes for the next round are being requested. A new twist in the next round will be that problems will be judged by five, not three, countries.

4. Solver ratings. Slovakia and Finland have systems for rating solvers that are similar to the Elo system for chess players. Slovakia's system received special attention, but it was not accepted, mostly because the description was obscure.

5. Titles. As usual, the PCCC awarded many titles such as international judge. These names will be published.

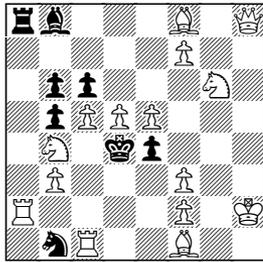
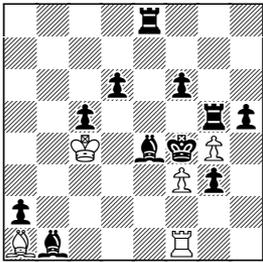
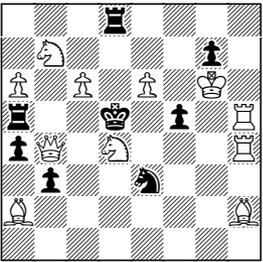
6. Future meeting sites: 2001, Wageningen, Netherlands; 2002, Portoroz, Slovenia; 2003, Truskavets, Ukraine.

Quick Composing Tourney #2 (A) Theme: Chain of obstructions (interferences) of White pieces in tries or in tries and solution. First move: piece A obstructs piece B by interference or obstruction, and piece B obstructs piece C and so on. Refutations of tries are results of those interferences. If the interference is realized in the solution it will result in the new variation or changed mate. Mutual interferences (Grimshaw) are not thematic and are allowed only in a system of two chains.

There were 9 entries, two were incorrect. Composing time was 3 hours, computer checking and later corrections were not allowed. **1st Place, Vasyl Dyachuk** (Ukraine). Two chains of interferences. In one of them, thematic pieces are Pd5 (A1), Bf8 (B1), and Qh8 (C1), and in the second Ra2 (A2), Bf1 (B2), and Rc1 (C2). a) 1.d6? (2.e6#) Nc3! (2.e6?) 1.Bh6? (2.Be3#) exf3! (2.Qh4?); b) 1.Re2? (2.Re4#) cxd5! (2.Nc6?), 1.Bc4? (2.Nc6#) Bd6! (2.Nc6?); Solution: **1.exb6!** (2.Bc5#), 1...Nc3, Bd6, exf3 2.Rd2, exd6, Qh4# Judge: Zvonimir Hernitz.

Quick Composing Tourney H# (B) The fact that no computer testing was allowed was a difficult point for composers, and indeed 21 entries were incorrect, with very promising work among them. The theme asked for echo between white and black play. Some of the composers played with the notion of "element" to produce classical settings with parallel play, and presumably anticipation. Anyway, I placed on the top problems where the theme was apparent looking at the solution, without reading authors' explanations. **1st Place, Wladyslaw Rosolak & Waldemar Tura** (Poland). An eye-catching "chameleon-echo" between white and black play. I. 1.Bd3+ Kxd3 2.hxg4 fxe4#, II. 1.Re6 Be5+ 2.Kxe5 f4# Judge: Michel Caillaud.

Internet Tourney Pula 2000, #2 (C) Theme: White gives at least two flights in two or more tries and in a solution. **1st Place, Srećko Radović** (Yugoslavia). Zagoruiko 3x2 with creation of different batteries and dual avoidance. Very good construction. 1.Nb5? (2.Qe4#) Kxc6, Kxe6 2.Qc5, Nc7#, 1...Ng4!, 1.Nxf5? (2.Qe4#), 1...Kxc6, Kxe6 2.Ne7, Ng7#, 1...Ng4!; **1.Nxb3!** (2.Qe4#), 1...Kxc6, Kxe6, Ng4 2.Nxa5, Nd4(Nc5?), Nxa5(Nd4?)# Judge: Marko Klasinc.

A Vasyl Dyachuk 1st Place Quick Comp. Ty. Pula 2000	B W.Rosolak & W.Tura 1st Place Quick Comp. Ty. Pula 2000	C Srećko Radović 1st Place Internet Tourney Pula 2000
		
#2√√√ (15+8)	H#2 2 solutions (5+11)	#2√ (11+8)

Five Days Tourney #3 (D) Theme: Black pins white piece on the first move and White unpins this piece on the second move. Unpinned white piece has to move (mate). The theme must be shown in at least one variation.

The level of tourney was rather high. All problems were computer tested. There were 15 problems by 18 composers. Some of them were rejected for slightly lower quality, and one, otherwise very good problem, was rejected for a dual in a thematic variation. **1st Place, Sergey Rumyantsev** (Russia). Three thematic variations with rich and dual-free play. **1.Qxe7!** (2.Qd6+ Kf6 3.Nd7#), 1...f6 2.Nd7+ Kxe4 3.Qxe6#, 1...f5 2.Bb7 (3.Nd7#), 2...Nxf6, fxe4 3.Qd6, Qg5#, 1...Nd3 2.Nd7+ Kd4 3.Qc5# Judge: Branko Koludrović.

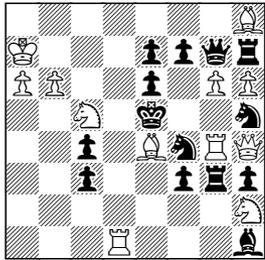
Five Days Tourney Fairy Chess (E) Theme: A "new kind" of twins, same (identical) solution (solutions) by abbreviated notation in different positions or different type of problems (2 or more). Strategic elements can be different. H#, H=, S#, S+, R#, R+, maximummer in 2-3

moves are allowed. It is possible to compose problems with variations, but one or more variations have to be thematic. Other fairy conditions are not allowed. I received 8 solutions (21 problems). **1st Place, Nikola Predrag** (Croatia). Very amusing construction with echo-mates and the same solutions but yet different. 1.e5 Qc6 2.Kd4 Nf5# Judge: Zvonimir Hernitz.

2-D Theme Tourney (F) We received 16 problems, by 21 composers, of very high quality. **1st Place, Anatoly Slesarenko** (Russia) The most impressive realization of Caprize theme with a good play in the solution. 1.Ne5? [2.Rc4# (A)], 1...Rxc3 2.Qxc3# (x), 1...Rxe5 2.Qd3# (x), 1...c6! (B); **1.Rc6!** [2.R6c4# (x)], 1...Qd5 2.Rc4# (x), 1...Rxc3 2.Qd3# (x), 1...Kd5 2.Rd6# (x), 1...Ke4 2.Qe5# (x) Judges: Victor Melnichenko & Yevgen Reytzen.

D Sergey Rumyantsev
1st Place

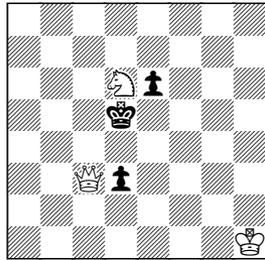
Five Days Ty. #3 Pula 2000



#3 (12+14)

E Nikola Predrag
1st Place

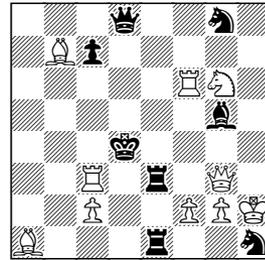
Five Days Ty. Fairy Pula 2000



H#2 b) Rotate a1=h8 (3+3)

F Anatoly Slesarenko
1st Place

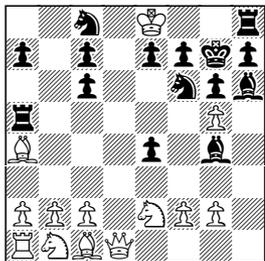
2-D Theme Tourney Pula 2000



#2√ (10+8)

G Andrey Frolkin
1st Place

Champagne Tourney Pula 2000

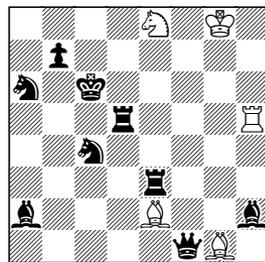


Proof Game in 17.0 moves
(13+15)

Champagne Tourney (G) The theme was Proof Games with double check(s). The tourney was very successful with more than 20 entries. Great thanks are due to Graham Lee who spent considerable time computer testing the entries. **1st Place, Andrey Frolkin** (Ukraine). A clear winner. The only entry with 4 double checks. 1.e4 d5 2.Ke3 Bg4+ 3.Kd3 dxe4++ 4.Kc4 Qxd2 5.h4 Qg5 6.hxg5 Nd7 7.Rh6 Rb8 8.Rg6 g6 9.Kb5 bxc6++ 10.Ka6 Bh6 11.Bb5 Kf8 12.Ba4 Rb5 13.Ne2 Ra5+ 14.Kb7 Kg7 15.Kc8 Nb6++ 16.Kd8 Ng8 17.Ke8 Nf6++ (mate).

J Uri Avner, 1st Place

3rd Sabra Comp. Ty. Pula 2000



H#2 2 solutions (5+9)

3rd Sabra Composing Tourney (J) The theme, for an orthodox helpmate, was: A black battery is (actually or potentially) pointed at the white King. The battery consists of a rear piece "A" and a front piece "B". During the solution a third black piece "C" interferes with the battery line (1st move), then the front piece "B" abandons the battery (2nd move). A masked battery is allowed.

I received 54 problems from 36 composers from 15 countries. The quality of problems was very high. **1st Place, Uri Avner** (Israel). I. 1Rb3 (Ne5?) Rxd5 (Bxc4?) 2.Ne5 Rd6#, II. 1.Re6 (Rdd3?) Bxc4 (Rxd5?) 2.Rd3 Bb5# Judge: Menachem Witztum. ♠♠♠♠♠

I must begin by thanking Gianni Donati, and the 17 composers who participated. It has been most gratifying to share in the good fellowship of my colleagues, and I extend my sincere thanks to all of you. It has also been humbling to confront the mastery displayed by the 27 entries. Virtually every composition served to remind me how much I can learn by studying the work of my colleagues.

Selecting from among the problems has been extraordinarily difficult, as the quality was so consistently high. Ultimately personal preferences dictated the results (the prerogative of the birthday celebrant, I suppose), although I am aware that some of the composers could not only borrow my style as part of the fun, but achieve better results with it than I could.

First and Second Prizes, equally, Andrey Frolkin (TV1) and Michel Caillaud (TV2). Two splendid compositions so entirely unlike each other in scope and intention that I have no basis on which to order them.

Andrey Frolkin's TV1, teasing slightly as to the origin of the P at b7, has a very rich plot, using the entire board for the replay, with both immediate and more distant logical constraints. Time pressure requires Black to uncastle, and the precisely determined uncaptures reveal that both sides have employed promoted force. An additional WQ is needed to exploit the passage at h2 and provide the liberating retroscreen at d1. The timing is impeccable, down to the retraction by the WKRP as the screen remains in place. This splendid amalgam blends several retroanalytic devices in a masterful use of both space and time, resulting in a thoroughly enjoyable solving experience.

Michel Caillaud's TV2 brazenly challenges us to prove that the P at b7 is not the KNP (as required by the tournament condition). The P at f3 looks very much like a KNP, but a deeper logic controls the replay. The position in the Northeast corner implies the capture of the original BKB on its home square, but the B at a3 cannot remove until Pd2xc3, so it must unpromote on g1 (entailing 4 captures by the BQBP). However, the WQP cannot retract until the return to c1 of an uncaptured WQB. Thus the remaining Black capture was on the dark square g4. But the WKB was captured on a light square, which implies that the BQBP captured from one square to another on the c6/g2 diagonal, and therefore must have occupied both g2 and f3. Thus the P at f3 originated at e2. An astonishing composition, presented with searing logic and economy.

Third and Fourth Prizes, equally, Michel Caillaud (TV3) and Nikita Plaksin and Aleksandr Yaroch (TV4). Each composition displays a careful sequence expertly unfolded, with captures by the theme P fully determined and a rescue just in the nick of time. In the very efficiently constructed TV3, the theme P captures each type of capturable unit. TV4, a wide ranging tale, requires that we scrupulously attend to business in the Northeast before returning to unlock the Southwest. I cannot refrain from observing that in both compositions the K in check adds an introductory (nonthematic) uncapture, which is not essential to the remaining analysis.

Special Prize, Andrey Kornilov (TV5). Color as one might, pawns in the given configuration must consume at least 8 captures, a conclusion that dictates much of the analysis. The theme P, as well, is nicely exploited through the coloring mechanism. A most enjoyable exercise that sent me to the internet Retrocorner to study other coloring problems. This is a very good one.

Honorable Mention, (Andrey Frolkin and Anatoly Vasilenko (TV6). Results obtained by short term pressure rather than long range logic, but very impressive result, with the theme P running the gamut of captures.

Honorable Mention, Igor Vereshagin (TV7). K in check integral to the result, but a fine sequence incorporating the e.p. feature.

Honorable Mention, Pascal Wassong (TV8). A lot of retroanalysis in a light setting, with two screening units required in the Northwest. The first uncapture is subtly imposed.

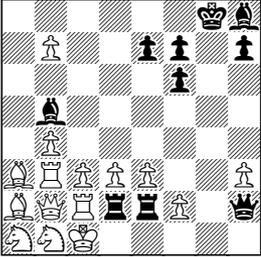
Honorable Mention, Leonid Borodatov (TV9). A very clever retroscreen with a single unit screening for both sides. I wish I had thought of that device. (A WP on a7 has been relocated to a6 to avoid a dual in the forward play.)

Honorable Mention, Nikita Plaksin (TV10). The hand of the great master is clearly seen

Thomas Volet

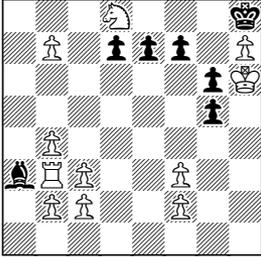
Many thanks to all participants and to Tom Volet for his lively award. The delay in its publication is my fault, not his. Happy 51st Birthday, now, Tom! All claims of anticipation or unsoundness to me by June 30, 2001, please. (Gianni Donati).

TV1 Andrey Frolkin
1st Prize e.a.
Volet-50 Jubilee Tourney



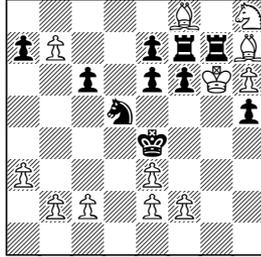
(15+10)
Last 11 single moves?

TV2 Michel Caillaud
1st Prize e.a.
Volet-50 Jubilee Tourney



WKNP path? (11+7)

TV3 Michel Caillaud
3rd Prize e.a.
Volet-50 Jubilee Tourney



WKNP moves? (12+10)

TV1. Frolkin. Retract: 1.Bg7-h8 Pc6xRb7! 2.Rb8-b7 Pd5xPc6 3.Rf8-b8 Pe4xPd5 4.0-0 Pf3xNe4 5.Bf8-g7 Pg2xNf3 6.Pg7xQf6 (...Qf5-f6 7.Qe5-h2 Qf4-f5 8.~ Qh2-f4 9.~ Qh1-f4 10.~ Qd1-h1 11.Re1-e2 Ph2-h3, etc.; 1...Pc5xPb6? 2.Bh6-g7 Pc5-c6 3.Pg7xQ(R)f6 Black balance: 10(pieces on the board)+3(Paxbxcxb7)+1(Bf8)+3(Pgxfxexd→d8Q/R)=17; 1...Pb6-b7? 2.Bh6-b7 Pa5xPb6 3.Pg7xQ(R)f6 Black balance: 10(pieces on the board)+1(Paxb)+1(Bf8)+2(Pd2xc3; Pc2xd3 or Paxbxa, allowing Pc/a7→c/a1B) +1(Pa/c)+3(Pgxfxexd→d8Q/R)=18

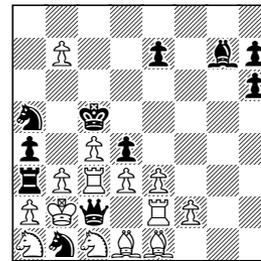
TV2. Caillaud. The unlocking of the Northeast corner implies retracting Kh5-h6 or Kg5-h6 (possible if g7xf6xg5) with the immediate retraction of a bP to g7 in order to uncheck. Thus, BBf8 was captured at home and BBa3 is promoted. In order to free BBa3, d2xXe3 R-b3 b3-b4 must be retracted, the g1 is the only square left for promotion. So, the 5 missing officers were captured by BP's: cxdexfxg and hxg. Among them, Wbc1 whose return must precede d2xc3 can only be captured by h6xBg5, and Wb1 is among the officers captured by BPc7; that implies that BPC7 must go on a white square at least for its last capture f3xg2; so WPF3 cannot be WKNP because of the conflict of trajectories between f3xg2 and g2xf3. WKNP path: g2xf3xe4xd5xc6xb7

TV3. Caillaud. Last moves: -1.Rg8xNg7 a2-a3 -2.c7-c6 c6xPb7 -3.N~d5 d5xNc6 -4.Ke5-e4 e4xBd5 -5.Nd4-c6 f3xRe4 -6.Nf5-d4 Ne8-g7 -7.Ng7-f5+ Nd6-e8, and later Re4→a8, Bd5→c8 and d7xe6 to unlock the Northeast corner; WKNP moves: g2xQf3, f3xRd4, e4xBd5, d5xNc6, c6xPb7

TV4. Plaksin and Yaroch. Retroplay: 1...Qd2xQc2+ 2.Pc6xPb7 Bf8-g7 3.Pd5xPc6 Pc7-c6 4.Pe4xRd5 Rg5-d5 5.Pf3xBc4 Rg8-g5 6.Pg2xPf3 Pg7xPh6 7.Ph5-h6 Nc6-a5 8.Ph4-h5 Pa5-a4 9.Ph3-h4 Ra4-a3 10.Ph2-h3 Na3-b1 11.Kb1-b2! (11.Qb1-c2? Nc2-a3+ and retro-stalemate!) 11...Nb5-a3+ etc.

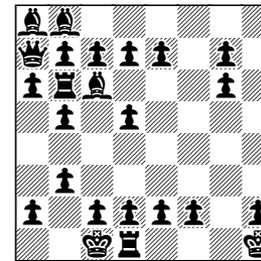
TV5. Kornilov. [Diagram TV5a] Retract: 1...0-0-0+ 2.Pe6xNd5 N~d5

TV4 N.Plaksin & A.Yaroch
3rd Prize e.a.
Volet-50 Jubilee Tourney



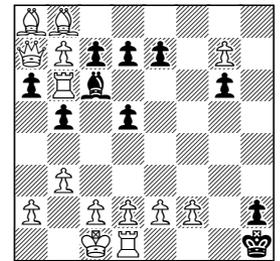
Where and when (14+11)
were captures?

TV5 Andrey Kornilov
Special Prize
Volet-50 Jubilee Tourney



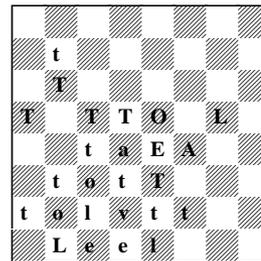
Color the pieces (0+24)

TV5a Andrey Kornilov
Volet-50 Jubilee Tourney



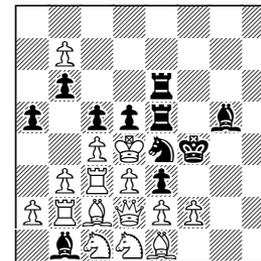
(14+10)

TV6 A.Frolkin & A.Vasilenko
Honorable Mention
Volet-50 Jubilee Tourney



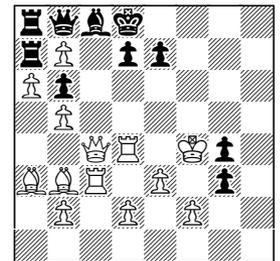
What is the coded sequence of
uncaptures by the WPg2?

TV6a A.Frolkin & A.Vasilenko
Volet-50 Jubilee Tourney



(15+11)

TV7 Igor Vereschagin
Honorable Mention
Volet-50 Jubilee Tourney

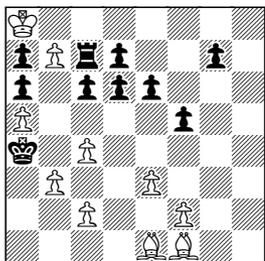


a) 10 retromoves (13+10)
b) #5

TV6. Frolkin & Vasilenko. Each side must have one king, no more, no less; hence A/a=K/k. T≠B/Q (illegal double check to the kd40. T/t≠R/r (simultaneous check to the two kings from Rd5 and rf2). t≠n (double check to the kf4 from nd3 and ne2). Hence uppercase letters stand for black pieces. Kd4 is checked by Pc5, therefore O≠BB/BN/BQ=BR. Pb7 made 5 captures; Black captured Pgxh→h1 or Phxg→g1. Thus all captured pieces are accounted for. The five captures by White occurred on light squares, meaning that the dark-squared BB is on the board. The only candidate for the dark-squared BB is Bg5, therefore L=BB. No extra check to the WK being allowed, E=BN. Hence, v=WQ. The result of the decoding is as follows: [Diagram TV6a] Retract: 1.Pc7-c5# Pc6xQb7 2.Pd7(d6)-d5 Pd5xRc6 3.Ng3-e4 Pe4xBd5 4.Rh6-e6 Pf3xNe4 5.Bg8-d5 Kd5-d4 6.Re6-e5+ Kd4-d5, etc. The last uncapture by the Pg2 is Pg2xPf3. So, the sequence of uncaptures is Q,R,B,N,P, which amounts to V, O, L, E, T=VOLET!

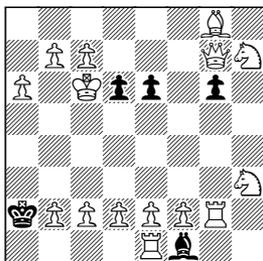
TV7. Vereschagin. 1.Kc7-d8 (Kc7xd8? - 13.White pieces+hxg+axb+Bc1=16, h2→h8B); c7xb6? g2xf3xe4xd5xc6xb7 5+10+black-square Bishop=16, but Pa7?) 2.c6xPb7 (c6xNb7? a7? a7xb6? but Pb7?; Bc5-a3+? but move of Black?) 3.Kd6-c7 4.dxc6 e.p. 5.c7-c5 6.b4-b5+ 7.Ke6-d6 e4xNd5+ 9.Nf6-d5+ 10.Rd5-d4+ Earlier was: a7xNb6, hxNg, h2-b8B, c3xBb4, g2xPf3, f3xNe4 Forward play: 1.Rd6! (thr. 2.Qg8x and 2.b7xc8 (Qxc8) 3.bxc(Rxc8)+ and 4.bxc(Rsc8)#) e7-e6! (efxd6? 2.Qg8? 2.Bxd6 and 3.Qg8x or bxc(Qxc8)+ and 4.b7(Q,R)xc8; if 2...e7-e5, then Ke5 and 4.Qg8#) 2.Qxe6! thr. 3.Qf6(g8) 4.Qf7 and 5.Qf8# (2...Qxd6 3.Qxd6 and 4.Qf8(e7#)).

TV8 Pascal Wassong
Honorable Mention
Volet-50 Jubilee Tourney



3 last captures? (10+10)

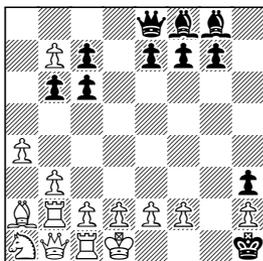
TV9 Leonid Borodatov
Honorable Mention
Volet-50 Jubilee Tourney



#(-1+1)

(15+5)

TV10 Nikita Plaksin
Honorable Mention
Volet-50 Jubilee Tourney



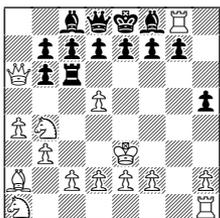
First move of (14+11)
Wpa4 if BK visited h4?

TV8. Wassong. White captured g2xf3xe4xd5xc6xb7 on white squares and d2xBc3. Black captured b7xa6, e7xd6, f7xe6, h7xg6xf5. The WK must have passed by the g6 square to reach the 7th rank. So none of the black Pawns can uncapture quickly. The last moves are: 1.b2-b3+ Kb4xNa4! 2.Nc3-a4+. To release the WK, we must put a man at b8. This can only be a WR or a WQ. This piece has been captured by e7xd6. So we must take back WbC1→e1, WPd2xBc3-c4, BBf8→c3, e7xQd6 and WQb8-d6. It can only be a Queen because a Rook cannot return to b8 due to the presence of the WBf8.

TV9. Borodatov. 1.Qc3-g7? for 1.Qa3# In retro, 1...g7-g6 2.Kb5-c6 retrostalemate (d7-d6?? earlier Black Bc8, c6xPb7!). 1.Rg3-g2, Rg4-g2? for 1.Ra3/Ra4#. In retro, 1...e7-e6 2.Rb3-g3+, Rc4-g4+ retrostalemate. 1.Rg5-g2! for Ra5#. In retro, 1...e7-e6 2.Rd5-g5+ Bg2-f1. [Earlier version of this problem in Themes-64, 1984, did not have the try 1.Qc3-g7? for 1.Qa3#.]

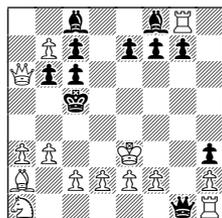
TV10. Plaksin. If first move of Wpa4 was a2-a4?, then after WPg2xf3xe4xd5: [Diagram **TV10a**] 1.Pd5xc6 Ph5-h4 2.Pc6xb7 Ph4-h3 3.Nb4-c6 Pd7xc6 - last move of Pawn and last capture: and now retract: (0...Pd7xc6) 1.t ("tempo") Kd7 2.t Ke6 3.t Kf5 4.t Kg5 5.t Kh4! 6.t Kf5 8.t Ke5 9.t Kd5 10.t Kc5 11.t Kb4 12.t Ka3 13.t Kb2 14.t Qd6 15.Ke4 Qg3 16.Rh8 Qg1 17.Rh4 Kc1 18.Kc3 Kd1 19.Qa5 Ke1 20.Qe5 Kf1 21.Qf6 Kg2 22.t Qb1 23.t Qb2 24.Rb1 Qc1 25.Rb2 Qg1 26.Bb1 Kf1 27.Ra2 Ke1 28.Rg4 Qf1 29.Rg1 Bf5 30.Rh1 Qg1 31.Ra3 Kf1 32.Ba2 Kg2 33.t Qb1 34.t Qb2 35.Rb1 Qe5 36.t Qe6 37.Kc3 Qd7 38.Kb2 Qe8 39.Kc1 Bh7 40.Kd1 t 41.Ke1 t 42.Qb2 t 43.Rd1 t 44.Bb1 t 45.Ra2 t 46.Qc1 t 47 Rb2 t 48.Bb2 t 49.Qb1 t 50.Rc1 Bg8 51.Kd1 - illegal by Rule of 50 moves! Therefore, first move of Wpa4 was a2=a3! [Diagram **TV10b**] After BPd7xNc6, BKe8→h4→c5 and BQd8→g1: 0...a3-a4! Kb4 1.t Ka3 2.t Kb239Rc1 Bb8 40.Kd1 - legal. Rule of 50 moves symbolizes jubilee Thomas Volet-50.

TV10a Nikita Plaksin



(15+13)

TV10b Nikita Plaksin



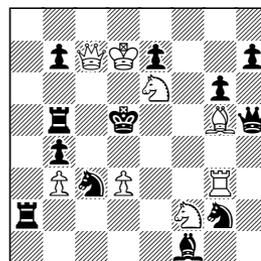
(14+11)



Recently Honored US Compositions by Mike Pric

All comments and solutions have been obtained from the magazines which originally published the awards.

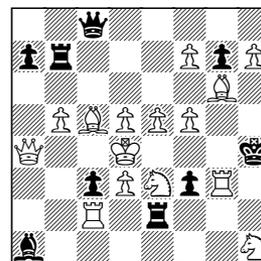
No.1 Robert Lincoln
2nd Commended
The Problemist '97-I



#2

(8+12)

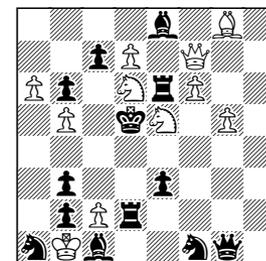
No.2 Eugene Rosner
7th Commended
The Problemist '97-I



#2√

(15+9)

No.3 Miodrag Mladenovic
1st Prize
The Problemist '93-'00TT



R#3

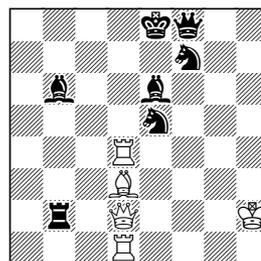
(11+13)

No.1 Robert Lincoln, 2nd Commended, The Problemist 1997-I **1.Bf6!** A problem showing Sushkov theme. Well constructed!

No.2 Eugene Rosner, 7th Commended, The Problemist 1997-I 1.d6? (2.Kd5#) Rxb5#, 1.e6? (2.Ke5#) Qb8!; **1.Lc4!**

No.3 Miodrag Mladenovic, 1st Prize, The Problemist '93-'00TT **1.a7!** (2.a8R 3.Ra2 bxc2#), 1...Kc5 (2...Rexd6 3.Qc4#) 2.Ne4+ & 3.Nxd2 Nxd2#, 1...Kxd6 (2...Re7 3.Qxe7#) 2.Nc4+ & 3.Nxd2#, 1...Kxe5 (2...Rxf6 3.Qxf6#) 2.Nc4+ & 3.Nxd2 Nxd2#, 1...Kd4 (2...Rxe5 3.Qc4#) 2.Nf3+ & 3.Nxd2 Nxd2#, 1...c5 (2...Rd4 3.Qxe6#) 2.a8Q+ & 3.Qa2 bxc2#

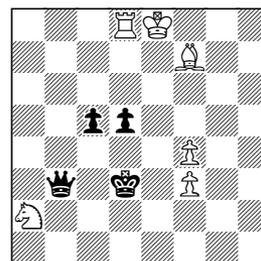
No.4 Toma Garai
1st Honorable Mention
L'Italia Scacchistica 1997-98



H#2 2 solutions

(5+7)

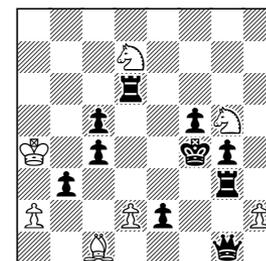
No.5 Toma Garai
6th Prize
feenschach 1990



H#2 2 solutions

(6+4)

No.6 Toma Garai
5th Commended
feenschach 1990



H#2 2 solutions

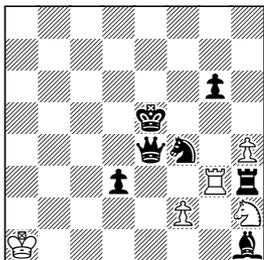
(7+10)

No.4 Toma Garai, 1st HM, L'Italia Scacchistica 1997-98 I. 1.Bxd4 Bg6 2.Bf2 Qd8#, II. 1.Nxd3 Re4 2.Nf2 Qd7#

No.5 Toma Garai, 6th Prize, feenschach 1990 I. 1.Kc4 Rxd5 2.Qb5+ Rd7#, II. 1.Kd4 Bxd5 2.Qe3+ Be6#

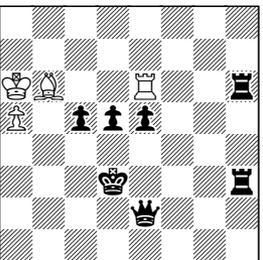
No.6 Toma Garai, 5th Commended, feenschach 1990 I. 1.Rg2 Nxc5 2.Qxc5 d4#, II. 1.Qg2 axb3 2.Rxb3 d3#

No.7 Toma Garai
2nd Prize
L'Italia Scacchistica 1997-98



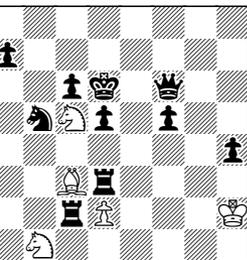
H#3 2 solutions (5+7)

No.8 Toma Garai
Honorable Mention
L'Italia Scacchistica 1997-98



H#3 b) Pc5→d4 (4+7)

No.9 Toma Garai
3rd Prize
Romanian Fed. Cup 1999



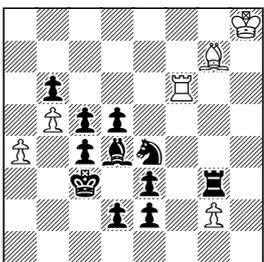
H#3 2 solutions (5+10)

No.7 Toma Garai, 2nd Prize, L'Italia Scacchistica 1997-98 I. 1.Qf5 Rxd3 2.Bd5 Nf3+ 3.Ke4 Rxe3#, II. 1.Kf5 Rxe6 2.Qe6 Ng4 3.Be4 Rg5#

No.8 Toma Garai, HM, L'Italia Scacchistica 1997-98 a) 1.Qe4 Rc6 2.Kd4 Rxc5 3.Rd3 Rc6#, b) 1.Kc4 Bc5 2.Rb3 Rc6 3.Qd3 Bd6#

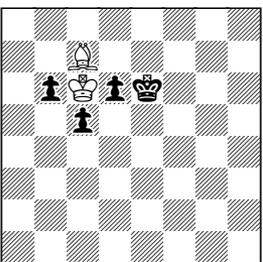
No.9 Toma Garai, 3rd Prize, Romanian Fed. Cup 1999 I. 1.Rdxc3 (Rcxc3?) Nxc3 2.Ke5 Ne2 3.Nd6 d4#, II. 1.Rcxd2 (Rdx2?) Nxd2 2.Kc7 Nb3 3.Kb6 Ba5#

No.10 Toma Garai
1st Prize
L'Italia Scacchistica 97-98



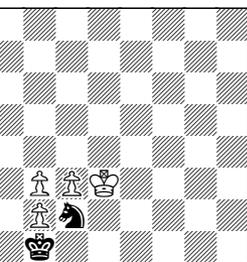
H#3 2 sols. (6+11)

No.11 Mike Neumeier
Honorable Mention
IMR 2000



H=3½ 2 solutions (2+3)

No.12 William Anderson
Honorable Mention
IMR 2000



H#4 (4+2)

No.10 Toma Garai, 1st Prize, L'Italia Scacchistica 97-98 I. 1.Kd3 Bh6 2.Rg7 Bxd3 3.Kxd3 Rf3#, II. 1.Kb4 Rc6 2.Nf6 Rxc5 3.Kxc5 Bf8#

No.11 Mike Neumeier, Honorable Mention, IMR 2000 I. 1...Bxb6 2.Ke7 Bxc5 3.Kd8 Bxd6 4.Kc8 Bc7=, II. 1.Kxb6 2.d5 Kxc5 3.Kd7 Kxd5 4.Kc8 Kc6=

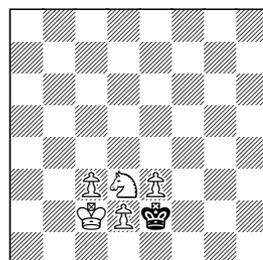
No.12 William Anderson, Honorable Mention, IMR 2000 1.Ka2 b4 2.Kb3 c4 3.Ka4 Kc3 4.Na3 b3# Quite remarkable---starts with a triangle, and ends with a perfect rectangle at the mate!

No.13 William Anderson, Honorable Mention, IMR 2000 1...Nc5 2.Kf3 Nb7 3.Ke4 d4 4.Kd5 e4+ 5.Kc4 Nd6#, 1.Kf3 Ne5+ 2.Ke4 Nf7 3.Kd5 e4+ 4.Kc5 d4+ 5.Kc4 Nd6# Identical mates from very different sequences of moves!

No.14 William Anderson, Honorable Mention, IMR 2000 1.Rd4 Nb4 2.Rd5+ Kc4 3.Nc5 Kc3 4.Ke5 Kd2 5.Kd4 Nc6#

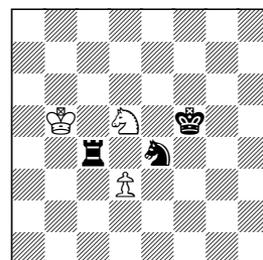
No.15 William Anderson, Honorable Mention, IMR 2000 II. 1.Kd4 Ng5 2.Re5 Kf2 3.Rd5 Ke3 4.Rc1 Kd2 5.Rc5 Nf3#, I. 1.Kd4 Nc5 2.Re5 Kf2 3.Rd5 Ke2 4.Re1+ Kd2 5.Re5 Nb3#

No.13 William Anderson
Prize
IMR 2000



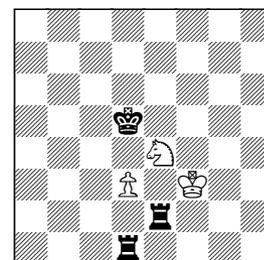
H#4* (4+2)

No.14 William Anderson
Honorable Mention
IMR 2000



H#5 (3+3)

No.15 William Anderson
Honorable Mention
IMR 2000



H#5 2 solutions (3+3)

Good Companions Meeting

by Dan Meinking & Gianni Donati

The Good Companions Meeting (GCM) was held this year on Oct. 6-8 in Carmel, Indiana, the hometown of our beloved Edgar Holladay. Ten problemists, and their wives, hailed from as far as New Jersey, California, and Texas to savor a few short hours together. The anticipation was heightened all the more as this was our first reunion in three years.

Edgar and his wife, Rita, graciously hosted the informal Friday gathering. Veteran GCMers re-acquainted, and welcomed in three "rookies": Gianni Donati, Danny Dunn, and Mike Neumeier. The evening was highlighted by our host receiving the first Good Companions Merit Award, in honor of his life-long dedication to our art.

Saturday was chock-full of formal (though with this bunch one could hardly tell!) meetings. Topics from subscription rates to magazine standards to dining choices were discussed at length. The following titles were awarded by the full consensus: U.S. Grandmaster of Composition: Miodrag Mladenovic; U.S. Master of Composition: Gianni Donati; U.S. Master of Solving: David Dana-Bashian, Dr. Richard Fellrath, Eloy Martinelli, Martin Rubin; U.S. Expert of Solving: Mike Neumeier, Ryan McCracken. This eventful day concluded with the first-ever Good Companions Quick-Composing Tourney (details below).

Everyone reconvened Sunday morning to wrap up last-minute business and, by noon, all had gone their separate ways. Three days just isn't enough, so we're permanently extending the GCM to four days. Mark your calendars for Oct. 4-7, 2001, and we'll see you next year in Cleveland, Ohio! All, including foreign guests, are invited.

Good Companions Quick-Composing Tourney

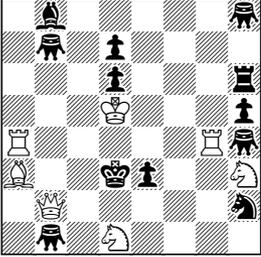
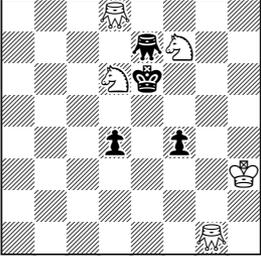
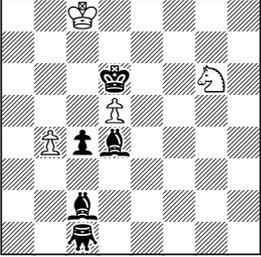
Some ideas seem to have been waiting to be discovered. We think Benjamin Good discovered such an idea, and his discovery may lead to a large array of new fairy pieces. His idea was to make a hopper act upon its hurdle. It can change the color of the hurdle, change its rank, or relocate it, for example. The participants at the recent Good Companions meeting in Indianapolis



Edgar Holladay The first recipient of the Good Companions Merit Award [photo by MP]

ORIGINAL COMPOSITIONS

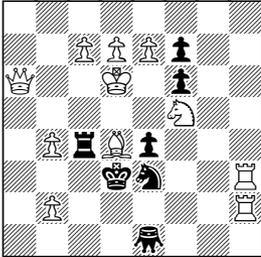
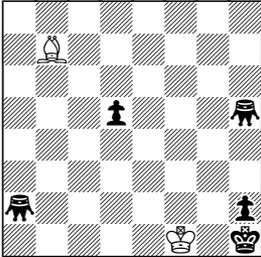
temporarily of Ben's creatures a try in a quick-composing tourney. The new piece - called at least temporarily the "Andernach-Grasshopper" - is a Grasshopper which changes the color of the unit it hurdles. This idea was sprung upon the unwary contestants at the gathering, who were asked to compose a #2, S#2, H#2, or R#2 using one or more Andernach-Grasshoppers with no other fairy pieces or conditions. Edgar Holladay kindly agreed to judge the results, and his award follows.

<p>No.1 Milan R. Vukcevic Prize Good Companions-2000 QCT</p>  <p>S#2 (7+12)</p>	<p>No.2 N.Guttman & D.Meinking Honorable Mention Good Companions-2000 QCT</p>  <p>H#2 b) Pd4→g6 (5+4)</p>	<p>No.3 G.Donati & M.Prcic Commended Good Companions-2000 QCT</p>  <p>H#2 (4+4) b) bBs=bNs c) bBs=bRs</p>
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No.1 The standout of the tourney. In all five lines of play (including the threat), the mating moves not only change the color of white men but also interfere with white lines of guard. The a4R is interfered with three times on the fourth rank, the wB is interfered with on line a3...c5, and the wQ is interfered with on line b2...d4. 1.Rg2! (2.Nf4+ Ae4(bNf4)#, 1...Rf6 2.Qd4+ Ac4(bQd4)#, 1...A7e4 2.Qb3+ Ab4(bQb3)#, 1...A1e4 2.Qb5+ Ab4(bQb5)#, 1... Ng4 2.Rd4+ Ac3(bRd4)#

No.2 Complete thematic equivalency of the solutions. The e7G twice switches back to e7 after changing color, and each Knight changes color twice. The mates are pure. a) 1.Ag7(bNf7) Ag8(wAg7)+ 2.Ke5 Ae7(wNf7)#, b) 1.Ac5(bNd6) Ab6(wAc5)+ 2.Kf5 Ae7(wNd6)#
Commendations in alphabetical order.

No.3 The best feature is the clever twinning mechanism. a) 1.Ac3(wBc2) Be4 2.Ae5(wBd4) Bxe5# (Bc5?), b) 1.Ac3(wNc2) Ne3 2.Ae5(wNd4) Nb5# (Ndf5?), c) 1.Ac3(wRc2) Ra2 2.Ae5(wRd4) Ra6# (1...Rf2? 2.Ae5... Rf6?) [Editors note: Dual avoidance in all three solutions]

<p>D.Dunn & M.Prcic Commended Good Companions-2000 QCT</p>  <p>S#2 (11+7)</p>	<p>Milan R. Vukcevic Commended Good Companions-2000 QCT</p>  <p>#2√ (2+5)</p>
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No.4 Spectacular Zugzwang set up by 2.Bxb4. **1.Bc5!** (zz), 1...Aa5(bPb4) 2.Bxb4 Aa7(bQa6)#, Ac3(bBb4)#, Ag6(bNf5)#, Ad8(bPc7#
No.5 Miniature and white minimal in the diagram. Complete block with 1.Bc6? a good try. 1.Bc6? Ac5(wPd5)! 2.Pd6+ Ac7(bBc6)!; **1.Ba8!** (zz), 1...Ac5(wPd5) 2.Pd6#, 1...Ae6(wPd5) 2.Pxe6#

Edgar Holladay, Nov. 2000

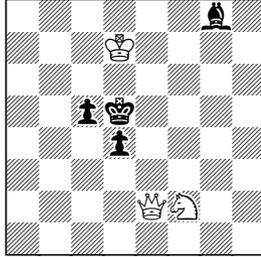
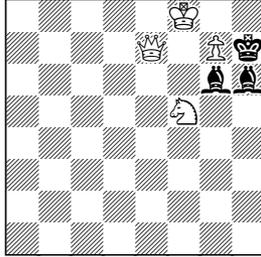
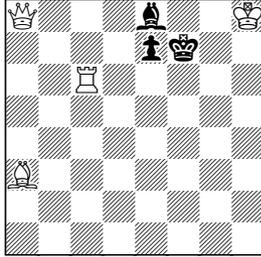
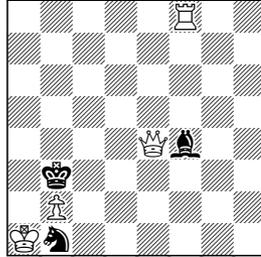
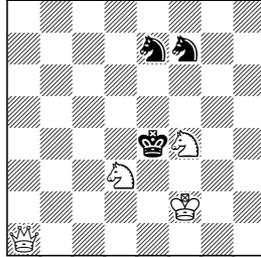
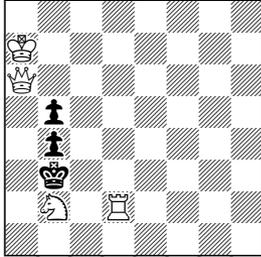
Warm welcome to **Ryan McCracken**, our new **Solutions Editor**. Ryan has been one of StrateGems' most accomplished solvers and cook finders. Being a solver, he brings a unique perspective and knowledge to the post of Solutions Editor. Judging by the work he did on this issue, Ryan is a great addition to StrateGems' editorial staff.

Problems published in this section are eligible for the year 2001 competition. Please send your originals to individual editors. All solutions and comments are due by 5/15/2001 and should be sent to the Solutions Editor. The names and addresses of all editors are printed on the last page.

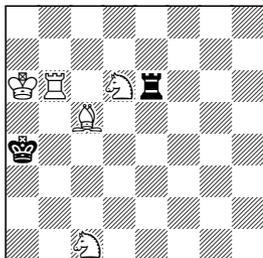
TWO MOVERS

Editor: **Miodrag Mladenovic**, Judge: **Marjan Kovačević**

Welcome to new contributors: Adi Kosovac and Srećko Radović. This time we have 8 miniatures! There are two changed mates in **T0241** and **T0248**. **T0242** shows correction by black Bishops. There is an excellent example of "Le Grand" theme in Milan's **T0253**. It is very unusual that in the set-play after the thematic black defense there are both thematic mates by White. David's **T0256** is very nice example of "Odessa" theme. **T0257** is unusual task. There are two black defenses with four weaknesses. Excellent work by young Yugoslav composer. And for the end, classic twomover by grandmaster Vukcevic (**T0261**).

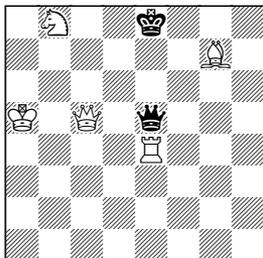
<p>T0241 Robert Lincoln Chatham, NJ</p>  <p>#2* (3+4)</p>	<p>T0242 Robert Lincoln Chatham, NJ</p>  <p>#2 (4+3)</p>	<p>T0243 Robert Lincoln Chatham, NJ</p>  <p>#2√√ (4+3)</p>
<p>T0244 Robert Lincoln Chatham, NJ</p>  <p>#2√ (4+3)</p>	<p>T0245 Luke Neyndorff El Cajon, CA</p>  <p>#2√ (4+3)</p>	<p>T0246 Givi Mosiashvili Russia</p>  <p>#2√ (4+3)</p>

T0247 Robert Lincoln
Chatham, NJ



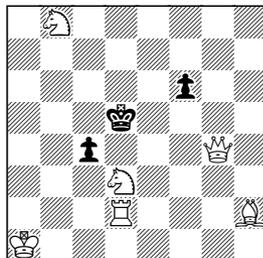
#2√ (5+2)

T0248 Luke Neyendorff
El Cajon, CA



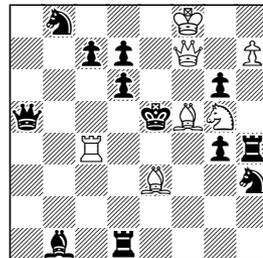
#2* (5+2)

T0249 Adi Kosovac
Bosnia & Herzegovina



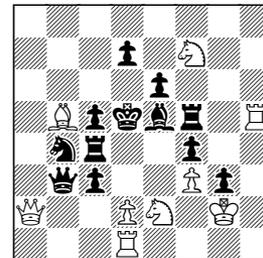
#2 (6+3)

T0256 David Shire
England



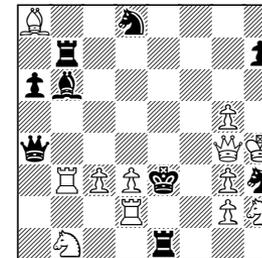
#2√ (7+12)

T0257 Srećko Radović
Yugoslavia



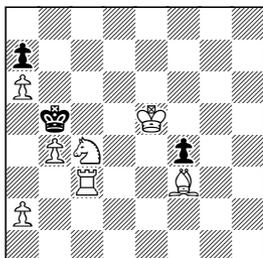
#2 (9+12)

T0258 Givi Mosiashvili
Russia



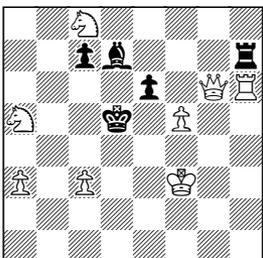
#2 b) wBa8→h8 (12+9)

T0250 Neupauer Kamill
Hungary



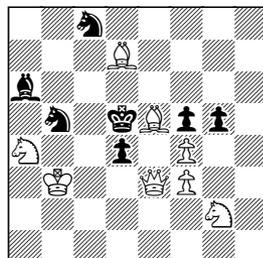
#2 (7+3)

T0251 Vasyl Dyachuk
Ukraine



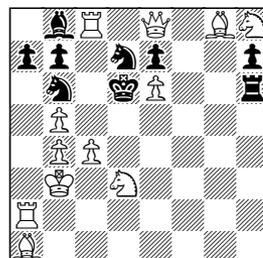
#2√√ (8+5)

T0252 Abdelaziz Onkoud
Morocco



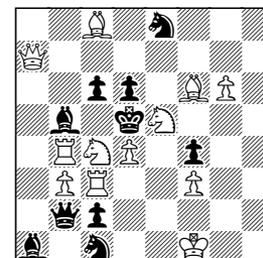
#2√ (8+7)

T0259 Abdelaziz Onkoud
Morocco



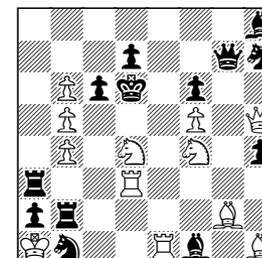
#2√ (12+9)

T0260 Eugene Rosner
Havertown, PA



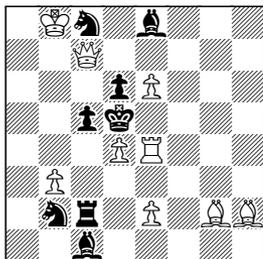
#2√√ (12+10)

T0261 Milan R. Vukcevic
University Heights, OH



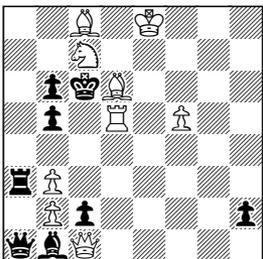
#2 (11+13)

T0253 Milan R. Vukcevic
University Heights, OH



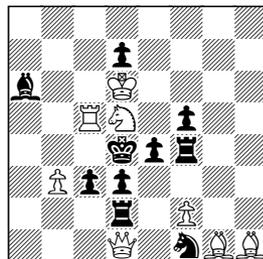
#2√* (9+8)

T0254 Ian Shanahan
Australia



#2√√√√ (9+8)

T0255 Paul Steiner
Cotati, CA
(after Gennaro Cozzolino)



#2√ (8+10)

SG11 (July-September 2000) Solutions – TWOMOVERS

Comments from Author (A), Andrzej Baniak (AB), Carlos Grassano (CG), Jeremy Morse (JM), Miodrag Mladenovic (MM), Efrén Petite (EP), Olivier Ronat (OR), Paul Steiner (PS), Israel Tzur (IT),

T0193 (Zimmer) Try: 1.Qb4? (2.Qb8#) e6,e5 2.Qf8# but 1...Kc8! Try: 1.Qa5+? Kc8 2.Qc7# but 1...Ke8! Try: 1.Qe5? (2.Qb8,Qh8#) 1...e6! Key: **1.Qe6!** (2.Qd7#) fx6/Ke8 2.Rf8/Qc8# *Rather old fashioned (AB), Changed mates and line opening quick effect. A little cold (OR), Keen tries and good sacrificial key, with changed mates (EP), Give-and-take key yields 4 mates (JM)*

T0194 (Lincoln) Try: 1.Nh3? (2.Ng5#) e4 2.Nf4# but 1...Qd7! Key: 1.Nf3! (2.Ng5#) e4/Qd7 2.Nd4/Qxe5# *Quite difficult to solve, very good miniature (AB), Changed mate and give key (OR), Fine flight-giving key and changed mates (EP), Key must provide for ...c5 (JM), Block and two flights in three phases (CG)*

T0195 (Zimmer) Try: 1.Ra5? (2.Rd8#) 1...Nxd5! Try: 1.Ra5? (2.Rb8#) 1...Nxb5! Try: 1.Nxc3? c6,c5 2.Kb6# 1...Kb8! 1...Kb8! Try: 1.Bxc7? (2.Rb8#) Nb5! Key: **1.Rb6!** (zz) 1...N~/cxb6/c5,c6 2.Kb5/Kxb6/Rb8# *Rather simple (AB), Elementary effect with out-of-play key (OR), Sharp try with one changed mate (EP), BQ is relatively rare in a miniature, but hardly justifies so obvious a key (JM)*

T0196 (Neyndorff) Try: 1.Nh7? Ke6! Try: 1.Ne8? (2.Nc7#) 1...Ne6 2.Nf6# but 1...f4! Key: **1.Nb5!** (2.Nc7#) Ke6/Ne6/c4 *Solved instantly (AB), Royal batteries in elementary form (OR), Excellent sacrificial key followed by royal battery mates after the capture of the wR (EP), Three mates accurately forced (JM)*

T0197 (Lincoln) Set: 1...d3 2.Re4# Try: 1.Re5! (2.Qa6#) Kd3! Key: 1.Qb6! Kd3/Kd5/c5/d3 2.Qa6/Qxd4/Qb3/Qxc6# *Subtle tries with changed mates (EP), Nice key, with flight in two phases, variety in defense, and different mates; the work has value! (CG)*

T0198 (Donati) (a) Key: **1.Qh2!** (2.Qb8), 1...hgx6 2.Qxh8# (castling illegal) (b) Key: **1.Qe5!** thr. 2.Qb8 1...0-0 2.Qxg7# (castling legal) Of course the basic idea goes back at least to Loyd. I composed this problem for the elementary school chess club I help coach. None of them got it, but as we discussed it, one kid - a 3rd grader - saw the "why Black can't castle" idea, and that was a big thrill. The twin possibly gives away the idea to anyone who wouldn't have got it otherwise, but it helps fully to justify the wR. (A) *A nice little problem (IT), Reciprocal change of keys and tries with retroanalysis, very elegant (AB) Retro-analysis neatly differentiates the twins (JM), Different problem with flight and castling. Beautiful twins! (CG)*

T0199 (Kamill) Key: **1.Rf4!** (zz), 1...Kxf4/Kd4/Nxg2/fxe4 2.Bh2/Qb2/Rxf5/Qxe4# *Good key (IT), Changed mates after 1...Kd4 (OR), Nice sacrificial key completing two flights in a waiting setting (EP), Flight-giving key needed to block bP on f5 (JM)*

T0200 (Kamill) Key: **1.Bb4!** (2.Nb6#) Kxd5/Bxd5/Nxd5, Nc8 2.Rf5/Rf4/Rc7# *Interesting use of half battery (PS), Third battery set where a piece becomes the threat and its clearance triggers the battery using the new self pinned piece (OR), Two pretty self-pins and self-blocks on d5, achieved with opening lines (EP), W-battery, pinning, unguard, and double-checks (CG)*

T0201 (Onkoud) Try: 1.Qa8? (2.Nd2[A]#) but 1...Rd3[a]! Try: 1.Qd2? (2.Qxe3[B]# but 1...Nf2[b]! Try: 1.Rh4? (2.Bg2[C]#) but 1...Bf1[c]! Key: **1.Qe1!** (zz) 1...Rd3[a]/Nf2[b]/Bf1[c]/fxg4[d] 2.Qxe2[X]/Nd2[A]/Qxe3[B]/Bg2[C]# Theme du concours thematique Onkoud - 2000. (A) *Spectacular tries for finish with key originating waiting setting (EP), Amusing position, but fairly brutal mates (JM)*

T0202 (Steiner) Try: 1.Bg4? zz 1...R~/Rxd6/Ne~/g6 2.Nd4/Rxd6/Bxf5/Rf6# but 1...Rxd3! Key: **1.Bb3!** (zz), 1...Nf~/Nxd6/Ne~/g6 2.Nd4/Rxd6/Bxd5/Rf6# Two mate transferences and one changed mate (A) *Pinning keys and Rook/Knight role exchange between try and solution (OR), Good changed and transferred mates, although perhaps a bit simple (EP)*

T0203 (Kukin) Try: 1.Qg5? (2.Qf4#) Nd5 2.Qxf5# but 1...Rf2! Key: **1.Bc5!** (2.Qe6/Qd4/Qxf5#) Bxc5/Rxc5/Nc6/f4+/Rg2+ 2.Qe6/Qd4/Qxf5/Qxf4/Bxg2# *Nowotny key, separation of threats (IT), Valuable Nowotny in the real play, very well-known (EP), Protogonism of wB and wQ (CG)*

T0204 (Kapos) Try: 1.Qb4? (2.Nf4/Ne1#) but Qg7! Try: 1.Rb4? (2.Nf4/Ne1#) but Rg6! Key: **1.Bb4!** (2.Nf4/Ne1#) Bxb4/Rxb4/Qg7/Rg6 2.Nf4/Ne1/Qa6/Rd4# *The [set] mates are ready but the tries lose them (IT), Nowotny in try and key; nice (AB), Triple Grimshaw keys and Nowotny defense (OR), There are 3 Nowotnys between tries and solution, making this problem superior to the preceding (EP), White and black correction (CG)*

T0205 (Steiner) Try: 1.Bb8? (2.Rd6/Ne3#) but 1...Nf5! Try: 1.Ne4? (2.Rd6#) Be5/Nxe4 2.Ne3/dxe4# but 1...Nf5! Key: **1.d4!** (2.Ne3#) Bxd4/Nf5/Re1 2.c4/Be4/Bxb3# This is my understanding of the Barnes theme, try (A,B) try (A) key (B). *The play (reappearance of mates threatened in the tries) is careful enough, but the wBa7 having no function in the play is unsatisfactory (EP)*

T0206 (Bantush) Try: 1.Qg5? (2.Qe3#), 1...f4 2.Qxe5# but 1...Bxg2! Try: 1.Nb7?

(2.Kd8/Nxe5#) 1...f4 2.Bxe5# but 1...Bxg2! Try: 1.Qb8? (2.Qa7/Qb6#) Kc5 2.Qa7# but 1...Bxg2! Try: Nd8? (2.Qc4/Qd5/Ne6#) 1...Bxg2 2.Qc4# but 1...Kc5! Try: 1.Nxe5? (2.Qc4/Qd5/Nxd3/Nd7#) but 1...Kc5! Key: **1.Qd8!** (2.Nb7/Qb6/Ne4) Kc5/f4/Bxg2 2.Nb7/Qb6/Ne4# Key: 1.Qg3! (2.Qe3/Qf2/Qxe5#) Kc5/f4/Bxg2 2.Qe3/Qf2/Qxe5# *Separation of 3 mates into 3 variations (OR), Graceful play in two solutions, with double threat in each, and fine tries (EP), Zagoruike between solutions, changed mates (CG)*

T0207 (Youngs) Key: **1.Ba3!** (2.Nf4#) Nb~/Nc5/Nb4/Nd4/cxd3 2.Nb2/Nb4/Ra5/Rxd6/Qb3# *Old fashioned halfpin crosscheck (A), Skillful use of halfpin (AB), Good key allows discovered check. Good use of half pin (PS), A very good problem (OR), Precious half-pins of the two bNs, combined with two cross-checks and battery mates (EP), Fine half-pins including bN corrections (JM), White and black correction (CG)*

T0208 (Youngs) Try: 1.R2xc4? (2.R4c5#) but Bxb3! Key: **1.R6xc4!** (2.Rc5#) 1...N~/Nc3!/Rxc4/Rxb3/Qxb3 2.Rd4/Rb4/Bxc4/Qd4/Nc7# *Black correction, excellent Joe! (CG)*

T0209 (Velimirović) Try: 1.Qf3? (2.Qd3#) Rg3/Bg3/c6 2.Bd5/Qc3/Nxd6# but 1...Rb5! Key: **1.Qb1!** (2.Qd3#) Rg3/Bg3/c6/Nc2 2.Qb5/Rb4/Nb6/Qa2# *Three changed mates after excellent try and key Bristol moves (MM) Nice changes after 1...Rg3/Bg3/c6 (PS), Deceptive try and 3 fine (non-concurrent) changes (JM)*

T0210 (Einat) Try: 1.Bb4[A]? (2.Nc7[B]#) 1...Bxf3[a]/Bxd7[b] 2.Qf5/Qe4# but 1...d3! Key: **1.Qxb5!** (2.Qc6#) 1...Bxf3[a]/Bxd7[b] 2.Bb4[A]/Nc7[B]# *Combination of Dombrovskis and Vladimirov themes. Excellent achievement (MM), Complex idea (IT), Brilliant and modern strategy with arrangement of effects of Pseudo-Le Grand theme and changed mates (EP)*

T0211 (Mazul) Try: 1.Ng5? (2.Rxf2[A],e4[B],Qe4[C]#) 1...Qxe6[x]! 1...Nxe6[y]! Try: 1.Qxc6? (2.Rxf2[A],e4[B]#) Qxe6[x],Nxe6[y] 2.Qe4[C]# but 1...Bxe2! Key: **1.Nd3!** (2.Qe4[C]#) Qxe6[x]/Nxe6[y]/Kxe6/Be5 *Interesting play with self-blocks on e6 and mates with dual-avoidance, but the unprovided bK flight in the set is unsatisfactory (EP)*

T0212 (Aliovsadzade) Try: 1.Bxg6? (2.Rxd4,Rf5#) Rxc5/Bxc5/Nd6 2.Rxd4/Rf5/Bxd6# but 1...b1Q! Try: 1.Nd~/? (2.Qxd4/Qd2#) but 1...f2! Key: **1.Nxf3!** (2.Qxd4/Qd2#) Rxf3/Bxf3/d3 2.Qxd4/Qd2/Rb4# *Latvian + Finnish Novotny. Combination of two Nowotnys (A). Nowotny key with separation of threats (EP)*

T0213 (Maleika) Try: 1.Nfe7? (2.Nd5[A],b8Q[B]#) Bb4/Bb3/exd3 2.Nd5/b8Q/Rd4# but 1...Ra5! Try: 1.Rxe7? (2.b8Q[B],Re4[C]#) Bd3/Bb4 2.b8Q/Re4# but 1...Nxd3! Try: 1.Rxd4? (2.Re4[C],Be3[D]#) Bd2/Bxd3 2.Re4/Be3# but 1...Rxd3! Try: 1.Nfxd4? (2.Be3[D],Rg4[E]#) Bd1/Bd2 2.Be3/Rg4# but 1...Bf2! Try: 1.Nh4? (2.Rg4[E],Ng2[F]#) Rxh2/Bd1 2.Rg4/Ng2# but 1...Rg1! Key: **1.Ne3!** (2.Ng2[F],Nd5[A]#) Bb3/Rh2/exd3/dxe3 2.Ng2/Nd5/Rd4/Be3# *Cycle of double threats (A). Tries and key with double threat (EP), The best problem of this issue! (CG)*

T0214 (Godbout) **A twin c) Pb5→b4 was omitted.** a) Set: 1...Be6/Ne5 2.Bxf3/Ne7# Key: **1.Qc7!** (2.Qc6#) Ne5/Nd4 2.Ne7/Nc3# b) Set: 1...Be6 2.Bxf3# Key: **1.Bb4!** (2.Qa8#) Bg~/Be6/Ne5/Nd4 2.Qf7/Bxf3/Ne7/Nc3# c) Set: 1...Be6/b5/Ne5 2.Bxf3/Rc5/Ne7# Key: **1.Qd7!** (2.Qc6/Bxf3#) Rh3,Nf3~/Rc5/Ne5/Nd4 2.Qc6/Bxf3/Ne7/Nc3# *Twin with play in traditional style (EP), Black correction, nice keys, and changed mates between twins (CG)*

T0215 (Youngs) Key: **1.Qe8!** (2.Qxe5#) Qe~/Qd5/Qe4+,Qxd6/Qd5/Qxf4/Bxf4 2.Rxg5/Q(x)e4/Rxf4/Qxg6#

T0216 (Rosberger) Key: **1.Bb4!** (zz), 1...Kf3/Kxd3/Kd5/N~/Pc~/2.Rxf4/Bb1/Nc3/Rxf4/Qe3# *Problem with two bK flights followed by good play in waiting setting (EP), Providing for ...Kxd3 and completing the block (JM), Nice key (CG)*

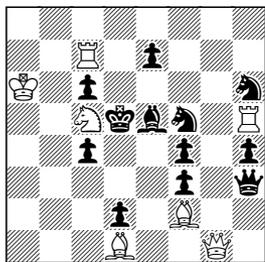
ERRATA: In SG12, T0237 (Aliovsadzade), bPg4 should be wPg4.

THREEMOVERS

Editor: **Dr. Milan R. Vukceвич**, Judge: **Robin Matthews**

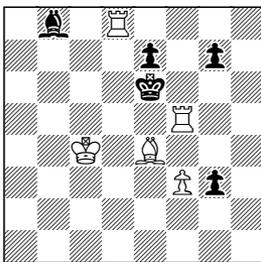
We are starting with a typical Rosberger: a great key and black pins. Jack is one of our favorite composers, and his output is increasing with his age. He already reached 93 years, and we wish him many more! Radović seems to specialize in economical presentations of classical themes. Lee started composing recently, and is already modernizing his repertoire of themes. Pekar elaborates on an old idea by Euwe, while Zgerski reaches for a task in an even older theme. Recently, European composers revived interest in problems with model mates on pinned black pieces. Petite shows that in his first problem. In the second piece, he is accompanied by Frantzov in a typical Petite scheme. Alex presents a secondary defense, and Mykola doubles an already double classical interference theme. Ljubashevski and Makaronez start with double pins, and end with double blocks. Their second composition has one half of one variation anticipated by a problem recently published in Germany. You will see more on this coincidence when Ryan publishes the solutions.

M0181 Jack Rosberger
Miami Beach, FL



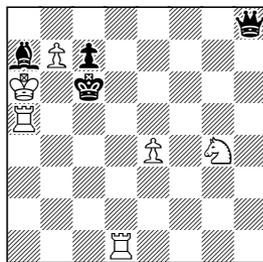
#3 (7+12)

M0182 Srećko Radović
Yugoslavia



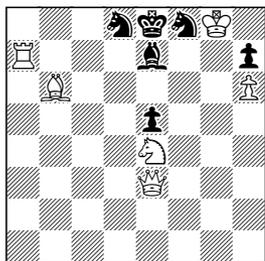
#3 (5+5)

M0183 Srećko Radović
Yugoslavia



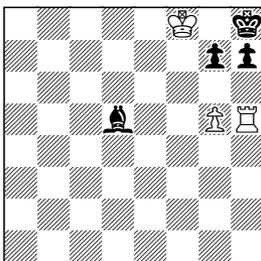
#3 (6+4)

M0184 Lee Poissant
Morristown, NY



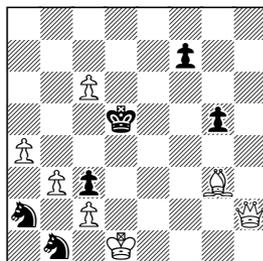
#3√ (6+6)

M0185 Boris Pekar
Brooklyn, NY



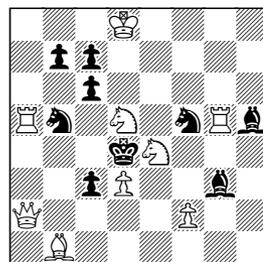
#3 (3+4)

M0186 Gennadi Zgerski
Russia



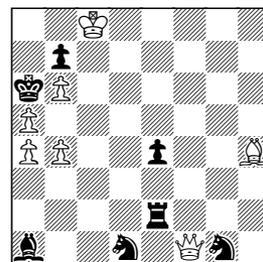
#3 (7+6)

M0187 Efrén Petite
Spain



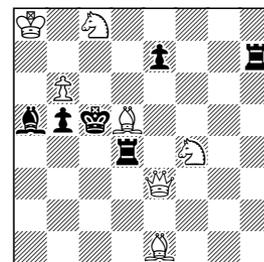
#3 (9+9)

M0188 Efrén Petite
& Georgi M.Frantzov
Spain/Bulgaria



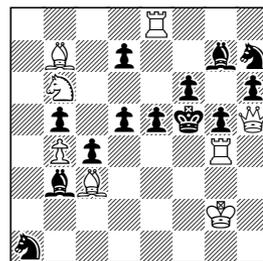
#3 (7+7)

M0189 Alex Markevitch
Jackson, NJ



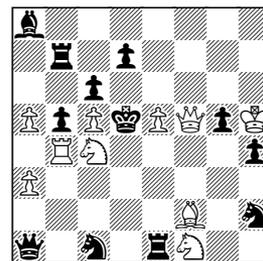
#3 (7+6)

M0190 Mykola Nahnybida
Ukraine



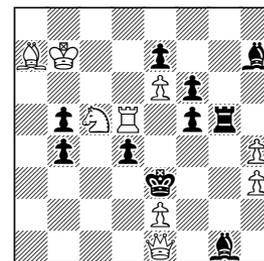
#3√ (8+13)

M0191 Leonid Ljubashevski
& Leonid Makaronez
Israel



#3* (10+12)

M0191 Leonid Ljubashevski
& Leonid Makaronez
Israel



#3 (9+10)

SG11 (July-August 2000) Solutions – THREEMOVERS

Comments from Andrzej Baniak (AB), Carlos Grassano (CG), Efrén Petite (EP), Israel Tzur (IT)

M0157 (Bogdanov) **1.Be2(D)!** Ke3(a), Kc3(b) 2.Qb2(B)!, Qb4(A)+. Good for a miniature, but author claims more - a complex cycle: 1.Qb4+(A)? Ke3(a) 2.Be4(C)! (but 1...Kxd3!). 1.Qb2+(B)? Ke3(a) 2.Be2(D)! (but 1...Kxd3). 1.Be4(C)? Ke3(a), Kc3(b) 2. Qb4(A)!, Qb2(B)! (but 1...Kxe4). Unfortunately, the refutations are rather rough. *Aristocratic miniature with bK flights and fine mates (EP), Excellent work, two flights and active Q (CG)*

M0158 (Zimmer) **1.Ra6!** gxf5, g5, Kg4 2.Kf4, Rh6+, Rxf6+. A very nice miniature, with close tries: 1.Nh3? gxf5!, 1.Kf4? g5+!. *Pleasant waiting setting with many model mates, but obvious key (EP), Nice key (CG)*

M0159 (Bantush) **1.Ng8!** Ke5, Kf5, Kg3 2. Qxe3+, Qh5+, Nh6!. The last variation is nice and difficult. *Brilliant model mates (EP), Complete work, deep and tactical, active bK (CG)*

M0160 (Frantzov & Mirri) **1.Ba3!** ~ 2.Nd6+, and 1. ... Kc3 2.Nd5+. The two thematic variations are bi-valve: 1. ... f6 2.Kb2, and 1. ... f5 2.Kc2. *WK hidden behind two black Pawns can take place in mating net, rather simple (AB), Stupendous preventative interceptions of bP to its Q and B, permitting the wK continuations (EP)*

M0161 (Kozhakin) **1.Qg5!** ~ 2.f6+. Each of the two thematic variations has a double dual prevention: 1. - Ncxe4 2.Nxf3+ (Nc4+?) Kd5 3.Ne3#(c4#?), and 1...Nfxe4 2.Nc4+ (Nxf3+?) Kd5 3.c4#(Ne3#?). *Impressive: dual-prevention in the thematic variations on every white move (IT), Magnificent strategy with bN defenses opening and closing black lines, with continuations and mates by wN (EP)*

M0162 (Rudenko) In the set: 1...Qxg7(a) 2.Kf1!(A), and 1...Bxg7(a) 2.0-0!(B). These are reversed in the solution: **1.Qb8!** ~ 2.g8Q+. 1...Qxg7(a) 2.0-0!(B), and 1...Bxg7(b) 2.Kf1!(A). I had never seen a reciprocal change involving castling. The thematic tries are 1.0-0? Bxd4!, and 1.Kf1? Qxc4+!. *Excellent key creating halfpin, even featuring castling (IT), Excellent sacrificial key creating one line of black half-pins (EP)*

M0163 (Petite) If 1.Bxd6(A)? Bf4(a)!, and if 1.Bxf7(B)? Nf4(b)!. Solution is paradoxical because the tries are executed after their refutations: **1. f4!** Bxf4(a) 2.Bxd6(A)!, and 1. - Nxf4(b) 2.Bxf7(B)!. Dombrovsky theme achieved with black pins (author). *Twomover theme nicely presented (IT), Interesting treatment of Dombrovskis in #3 using mechanism of selfpin of black figures (popular in S#), good (AB)*

M0164 (Nedeljković) **1.exb3!** ~ 2.Qf5. 1...Kd1, fxe2 2.Qg5, Bxd2+, Qxe2. Many strategic elements, but disjointed and too heavy. *Good work in classical style (EP)*

M0165 (Makaronez) **1.c3!** ~ 2.Ne3+!. 1...Bxd7, Rf5 2.Nxd6!, Nxe5!. White sacrifices and creates flight squares after Black blocks further flights. Harmonious presentation. *Polished sacrificial wN continuations (EP)*

M0166 (Makaronez) **1.Nd6!** ~ 2.Bc6!. 1...Rcc5, Rgc5 2.Nb5+, Rc4+. Nowotny threat is defended by a Plachutta intersection. Also, 1...Re5 2.Rd4!. To composers of this genre, it is clear that the second Nowotny variation (2.Xd5!) is missing. *Refined Nowotny threat arranged with anti-Nowotny bR defenses, originating the Plachutta-Wurzburg theme (EP)*

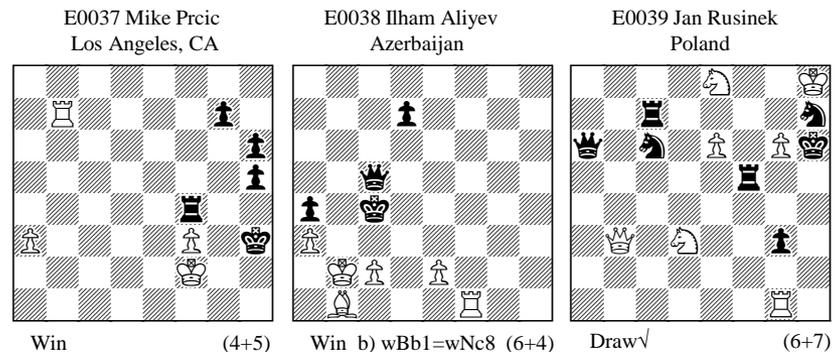
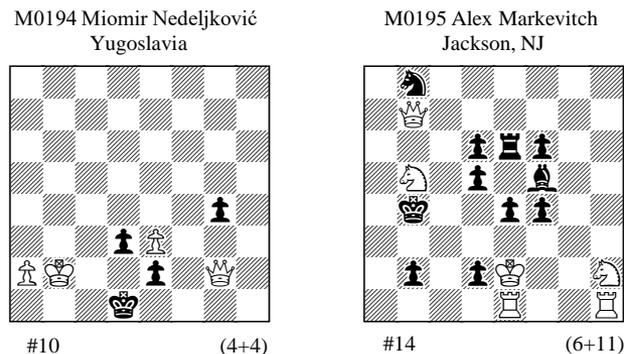
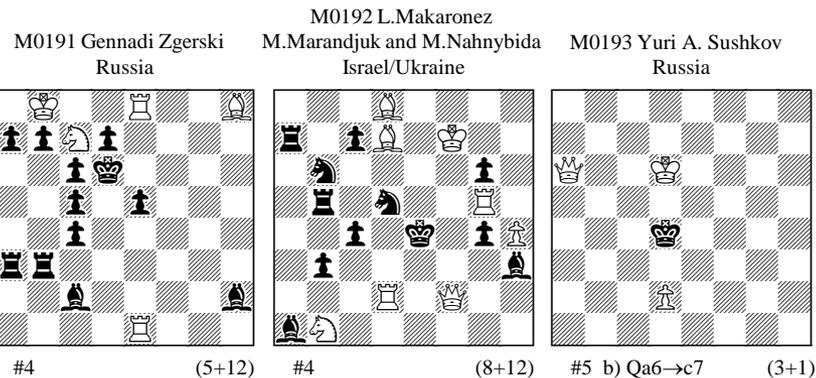
M0167 (Neupauer) **1.Ba1!** Kg8, Kh7 2.Qb2! Rh7, Rg8 3.Qb8#, Qh2#. An old Bristol with a twist at the end. *Rather simple Bristol, without any black strategy (AB)*

M0168 (Neupauer) **1.Rf6!!** Bxf6 2.Nd6+ Ke5, Kd3 3.Bf4#, Bc4#. Chameleon-echo mates. Also, 1...Kd5 2.Rd6+. *Strong and surprising key, nice mates (IT)*

M0169 (Nahnybida) **1.Rb3!** ~ 2.Bc5+ Qxb3 3.Nxc6#. 1...Bxd4 2.Qa1! Bxa1 3.Be3#, and 1...Rxd4 2.Qh4! Rxh4 3.Be3#. Interesting opening of a battery. *Spectacular wQ sacrificial continuations followed by nice battery mate (EP)*

M0170 (Kuligin & Kapustin) **1.Rb8!** f5 2.Rb2!, and 1...Rf5 2.Qb7!. Nice combination of two classical themes. Also, a nice try 1.Qc7? f5, Rf5 2. Rc4!, exf6!, but 1...Kf5! refutes. *Beautiful Bristol-like key (IT), Good blend of Bristol and Indian themes (AB), Exquisite white continuations and mates in a waiting setting with splendid wQ activity (EP)*

M0171 (Nahnybida) **1.Kg1!** ~ 2.Nh2+. 1...Rc4+ 2.Nc5+!, and 1...Rd5+ 2.Nd4+!. A very good key. *Romantic key leading to checks and crosschecks (IT), Stupendous white continuations of cross-checks after the bRd4 defenses (EP)*



MOREMOVERS and STUDIES

Editor: **Dr. Milan R. Vukcevic**
Juges: #n **Vladimir Zheltonozhko**, Studies: **Noam Elkies**

Zgerski shows a nice planning, and Makaronez, Marandjuk and Nahnybida present a true modern classic. Solvers will enjoy both problems, and composers will elaborate on the second. Yuri still astonishes everybody with the amount of ideas he can squeeze from only a few pieces. Nedeljković tries to surprise solvers, while Alex tries to confuse computer programs. Mike shows some neat points, while Aliyev expands an old study, and then adds a twin on top of it. Jan will again cause most solvers sleepless nights with another absolutely beautiful study.

SG11 (July-August 2000) Solutions - MOREMOVERS and STUDIES

Comments from Andrzej Baniak (AB), Carlos Grassano (CG), Efren Petite (EP), Israel Tzur (IT), Luigi Vitale (LV)

M0172 (Kozhakin & Antipov) (a) **1.Ra8+**! Kh7 2.Ra1!, with a mate on the h-file. (b) **1.Kg5!** ~ 2.Kh6. 1...Bh7 2. Kh6 Bg8 3. Ra8 g3 4.Rxg8#. The bP-move was not there in (a) to prevent the stalemate, and that is what separates the solutions.

M0173 (Kuligin) (a) **1.Bg3!** Kf5 2.Ne3+ Ke6 3.f4! Kd6 4.f5#. This is an Indian! (b) **1.Bf7!** Kg5 2.Bg3 Kf5 3.Ne3+ Kg5 4.f4#. Much less attractive than (a).

M0174 (Bogdanov) Simple mates, but with (contrived) cycles of white moves: **1.Bc7!** d6 2.Bxd6(A) Kh2 3.Kf2(B) f5 4.exf6#(C), 1...Kh2 2.Kf2(B) f5 3.exf6(C)+ d6 4.Bxd6#(A), 1...f5 2.exf6(C) d5 3.Bxd5(D) h2 4.Bb6#, 1...d5 2.Bxd5(D) Kh2 3.Kf2(B), etc. *The gist of the solution is simple: the Bishops take the d7 Pawn while the e7 Pawn deals with the f7 one. To put this on paper takes more time than to solve it. If in this tangle hide some permutations of the white moves... so be it (IT), Strong and nice key (CG)*

M0175 (Bantush) **1. Nb4!** ~ 2.Bf2+! Kxb4 3.Qb3+. 1...Nc1 2.Na6+ Kd4 3.c3+ Kd3 4.Nb4#, 1...Bf7 2.Qc6+ Kd4 3.Bf2+ Ke5 4.Nd3#. Two nice mates. Also some strategy: 1...Bb2 2.Nd3+ Kd4 3.Qe5+.

M0176 (Bantush) The set: 1...Kf5 2.Nxe7+ Ke5 3.Ke3. The try 1.Ne3? Kd4 2.Qh1 Kd3 3.Qxh8 e5! So, **1.Qh1!** ~ 2.Ne3. 1...Bf6 2.Ne3 Kd4 3.Qa1+ Kxe4(Kd3) 4.Bb1#. 1...Kd4! 2.Nxe7! Bf6 3.Nxc6+ Kd3 4.Qb1#, 1...Ke6 2.Nb4+! Ke5 3.Nxc6+ Kf5 4.Qh7#. Two beautiful model mates.

M0177 (Rudenko) A rare instance of reciprocal changes in a problem longer than a threemover. In the set: 1...Nb7(a) 2.Nf3(A)! e1Q+ 3.Qxe1+ Ne5 4.Ng5#, 1...Nc6(b) 2.Ne4(B)! e1Q+ 3.Qxe1 Nce5 4.Nc5#. Solution: **1.Kb3!** ~ 2.f4! Be4 3.Nxe4. 1...Nb7(a) 2.Ne4(B)! ~ 3.Qe5+!, 1...Nc6(b) 2.Nf3! ~ 3.Qe5+!. Excellent motivation for change.

M0178 (Makaronez) **1.Ba5!** Qxd7 2.Nd4+ Kc5 3.Ne6+, 1...Rxd7 2.Qc1+ Bc5 3.Nd4+. White exploits sequentially the half pin and the self-pins. *Excellent achievement of black half-pins and pins (EP)*

M0179 (Makaronez) **1.Nd3!** ~ 2.Nxf6+. 1...Nd5 2.Qxd4+! Kxd4 3.Bc5+, 1...Bd5 2.Qd6! Nxd6 3.Nc5+, 1...gxf2 2.Nxf6+ Ke3 3.Qxd4+!. Three nice but disjointed Queen sacrifices. *Really beautiful play (EP)*

M0180 (Kozhakin) White has to watch that Black does not castle, as in 1.Qc2? 0-0. So, **1.Qg2!** Rd7! 2.Qa8+ Rd8 3.Qc6+ Kf8 4.Qf3+. Isn't preventing castling the same as taking a flight square? *Very good activity of the wQ, although the play becomes monotonous (EP)*

M0181 (Grigorian) **1.Rc4!** Kd5 2.g4 Ke5 3.g5 Kd5 4.Kd7 Ke5 5.Kc6 Ke6 6.Re4#, with an ideal mate. I added the twin: #6 after the key, i.e., with wR already on c4. In that case, the solution is totally different, and very easy: 1.g4! ... 5. g8R! Kd5 6.Rg5#. It could also be made into a sixmover with two solutions: wR to c4, and wP to g2. *The final model mate is certainly prodigious (EP), Nice start, Zugzwang and waiting white correction (CG), It took me days of work! (LV)*

M0182 (Cozzolino) **1. Bf6!** Ke2 2.Bh4 Kf3 3.Kd2 Kf4 4.Ke2 Ke5 5.Kf3 Kd4 6.Bf6#. A lot of bicycling around! *Bravo Gennaro! (CG)*

M0183 (Syzonenko) **1.Nec6!** Kd5 2.Nb8! Kd6 3.Nc4+ Kd5 4.Ne3+ Ke5 5.f4 e5 6.fxe5#. An ideal mate, after interesting play. *The two WN's interchange their guarding functions (IT)*

M0184 (Vukceovich) **1.Kh7!** ~ 2.Ne6+. 1...Rb7 2.Ne2+! Kh5 3.Bf3+! Nxf3 4.Nf4+ Kg4 5.Ne6+! Kh5 6.Rf5+! Nxf5 7.Nf4+ Kg4 8.Ng2+ Kh5 9.g4#. White removed four black guards of the g4-square. To do that, he needed to prevent controls of f3 and f5 by bQ, bB, and two bR's. The second variation mirrors the first one in the opposite order of events: 1...Ra7 2.Ne6+! Kh5 3.Rf5+! Nxf5 4.Nf4+ Kg4 5.Ne2+! Kh5 6.Bf3+! Nxf3 7.Nf4+ Kg4 8.Ng2+ Kh5 9.g4#. *Looking at the diagram you wouldn't surmise that the mate will be given at the*

most guarded square (g4). I admire the beautifully engineered mechanism of this problem! (IT), Fantastic white battery moves (EP)

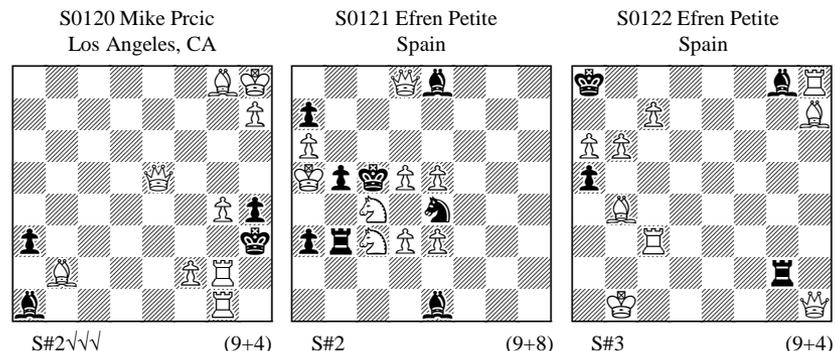
E0032 (Syzonenko) 1.Rg7+ Ke6! 2.Nc5+ Kf6! (2...Ke5 3.Nd7+ Ke4 4.Nf6+! Rxf6 5.Re2+, wins) 3.Rg1!! Rg8! 4.Rf1+ Ke7 5.Re2+ Kd8 6.Rd2+ Kc8 7.Rf7 Rd8 8.Nd7 Rg6 9.Kb5 Rg5+ 10.Ka6 Rg6+ 11.Ka7 ~ 12.Nb6+, wins. Similarly in the second variation, after 3...Ke7 4.Re2+ Kd8 5.Rd2+ Kc8 6.Rg7 Rd8 7.Nd7 Rf6 8.Kb5, etc. In this second variation is a vicious try: 5.Ne6+? Kc8 6.Rg7 Rf1! 7.Rc2 Rb1! 8.Kd5+ Kb8 9.Nd4 Rd8+ 10.Kc5 Rh8! 11.Nc6+ Kc8 12.Nb4 Kb8 13.Re2 Rh5+! 14.Kc6 Rh8 15.Kb5 a3 16.Ka6 a2 17.Nc6+ Kc8 18.Rxa2 Rh5+, and White cannot win because of a stalemate: 19.Ka6 Rb6+! 20.Kxb6 Rb5+ 21.Ka6 Rb6+ 22.Ka5 Ra6+ 23.Kxa6=.

E0033 (Zimmer) 1.Rb1+! Kxa2 2.Nc3+ Ka3 3.Nb5+ Ka4 4.Nc3+ Ka5 5.Rb5+ Ka6, and black escaped the perpetual check, but now his Queen is trapped: 6.Nd5!! Nb6+ 7.Rxb6+ Ka5! 8.Rb5+! Ka4 9.Nc3+ Ka3 10.Nb1+ Ka2 11.Nc3+ =. *Systematic movement of wK along first column, sympathetic (AB)*

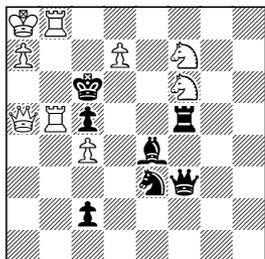
SELFMATES

Editor: **Dr. Milan R. Vukceovich**, Judge: **Živko Janevski**

Mike demonstrates that life can be easier without queens, and Efren has two pieces, one with the Umnov theme, and the other with model mates. Iwanow and Kapica show battery destructions and creations. During his composing career, Djokić made a series of selfmates all ending with the same mate. He started with an S#2, and has an S#6 and an S#14 in this issue. Auhagen and Zucker show a complex form of an old theme. Müller's is an astonishing example of 'Fata Morgana' - a selfmate with a one-move mate ready in the initial position. Surkov's is not less astonishing, a miniature with an excess white piece. David Durham is an interesting name for a resident of Hungary. The problem by Csak is a true local theme, started a long time ago by Bakcsi. Finally, Surkov shows a new task: a six-move tempo maneuver in a miniature. A truly great collection for connoisseurs of selfmates.

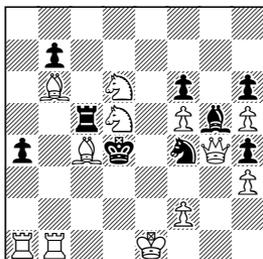


S0123 Eugeniusz Iwanow
& Ryszard Kapica
Poland



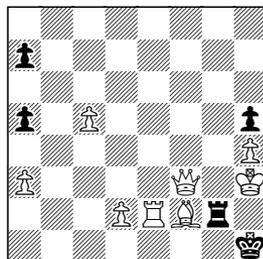
S#3 (9+7)

S0124 Dragoljub Dokić
Yugoslavia



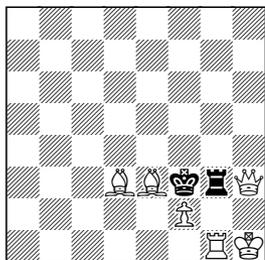
S#6 (12+9)

S0125 Ulrich Auhagen
& Manfred Zucker
Germany



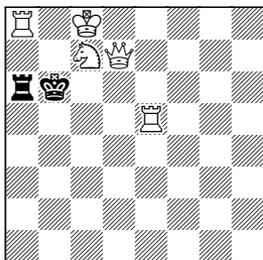
S#7√ (8+5)

S0126 Frank Muller
Germany



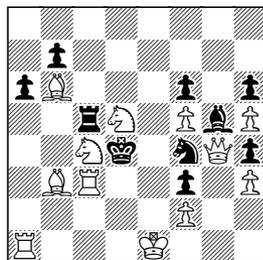
S#7* (6+2)

S0127 Valerij Surkov
Russia



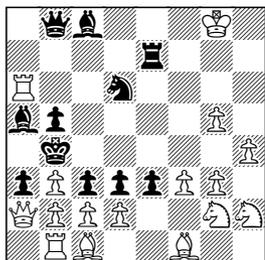
S#8 (5+2)

S0128 Dragoljub Djokić
Yugoslavia



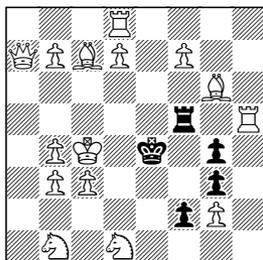
S#11 (12+10)

S0129 David Durham
Hungary



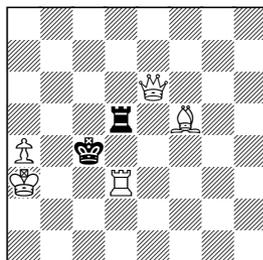
S#11 b) +bRc6 (16+11)

S0130 Janos Csak
Hungary



S#13 (15+5)

S0131 Valerij Surkov
Russia



S#29 (5+2)

Comments from Andrzej Baniak (AB), C.C.Frankiss (CCF), Efren Petite (EP), Olivier Ronat (OR), Israel Tzur (IT), Luigi Vitale (LV)

S0096 (Livnat) **1.Ke2!** (zz) A quiet, non-checking key leads back to the initial position, but without wNe4: 1...Kxe4 2.Kd2+!, Kd5 3.Kxd3 Kxc5#. A dance of two Kings with logical motive: without Ne4 we have S#1: 1.Kxd3 Kxc5#, hence the preparatory maneuver is to remove Ne4, a charming problem (AB), Switchback bK moves (EP), another all-K mover from this composer. Very nice (CCF)

S0097 (Makaronez) This piece should be carefully studied by all who want to compose selfmates. **1.Qe4!** ~ 2.Qc4+ Bxc4 3.Ng3+. 1...Nd4 2.Qc6!! ~ 3.Ng3+, 1...Nd4 2.Qc2!! ~ 3.Ng3+. Immobilization of bBe3 in two Umnov variations. In the Umnov theme, white plays on the square just vacated by a black piece. For immobilization, see also the solution to my S0103. Also, 1...Qd4 2.Qd3+ Qxd3 3.Ng3+. Two nice variations with the total blocking of the e3B (IT), Quite original; Black blocking the line for wQ, block diagonal for bB, plus Umnov, very good. (AB), Clever wQ continuations, Umnov after bN defenses (EP)

S0099 (Nikoletić and Tomašević) Another great work - a rich Meredith problem by two well known composers. **1.Kh5!** ~ 2.Ng5+ Kf4 3.Rf2+ Rxf2 4.Qf3+! Rxf3 5.Nh3+. 1...Nd2 2.Nd4+ Kf4 3.Qh4+ Rg4 4.Re4+ Nxe4 5.Qf6+, 1...Ne5 2.Nh2+ Kg3 3.Re3+ Nf3 4.Be5+ Kh3 5.Ng5+. Remarkable variety in such an economical and open position. Hard work (IT), Truly remarkable problem (CCF)

S0100 (Syzyonenko) In the try, 1.Qd1? Kxe4 2.Bd5+ Kf4 3.Bd2+ Bxd2 4.R3g4+ Ke3 5.Qe1+ Bxe1#, and 1...Bxc5 2.R3g4+ Ke3 3.Bd2+ Kd4 4.c3+ Kd3 5.Nf2+ Bxf2#, two pin-mates. But, 1...Bxc3!. The solution: **1.Bc4!** Bxc5 2.Rf3+! Kxf3 3.Nd2+ Kf4 4.Rf5+ Kxf5 5.Qf2+ Bxf2#, 1...Bxc3 2.R3g4+ Kf3 3.Nd2+ Bxd2 4.Be2+ Ke3 5.Bd1+ Bxe1#. In the solution, one variation with sacrifices, and the other with a strange half-pin. Interesting variations (IT), Waiting setting with splendid bB mates (EP), Good problem but the 2nd variation is better than the 1st (CCF)

S0101 (Pitkanen) **1.Qb6!** Kc4 2.Nfe3+ Kd3 3.Ng4 Kc4 4.Bg8+ Kd3 5.Qb5+! axb5 6.Nf2+ Nxf2#. A slightly difficult one-liner. Exploitation of Zugzwang in a seemingly free position (IT), Perfect model mate after delightful white moves (EP), White engineers 3 moves by Nf1-good tactics (CCF)

S0102 (Sphicas) 1.a8Q+ Kb6 2.d8Q+ Kc5 3.f8Q+ Kc4 4.Qc6+ Rc5 5.Qf1+ Kc3 6.Qcf3+ Kc2 7.Q3f2+ Kc3 8.Qa5+ Rxa5#. A tremendous miniature task without any duals. Delicate play of the three newborn Q's (IT) Wonderful, three white promotions to Queen (EP), A splendid problem! (LV)

S0103 (Vukcevic) The core of the solution can be seen in tries: 1.R6g5? (2.Rxc5+) Nd3+!. So, the Knight has to be partly immobilized and forced to take wPe6: **1.Qa3!** Nd3+ 2.Qc5+ Nxc5 3.d3+! Bxd3 4.R6g5! Nxe6+ (Nxe4+??) 5.Rc5+ Nxc5 6.Rg5! Nxe4+ 7.Rc5+ Nxc5 8.Be6+ Nxe6#. Very subtle problem with good control over bNc5 moves (CCF)

S0104 (Pitkanen) **1.c8Q+!** Ke7 2.Qcf8+ Kd7! 3.Qa7+ Ke6! 4.Qae7+ Kd5 5.Qf3+ Kc4 6.Qe6+ Kd4 7.Qf2+ Kd3 8.Qee3+ Kc4 9.Qb3+ Bxb3#. Also, 5...Kd4 6.Qee3+ Kc4 7.Qg4+ Kd5 8.Qee6+ Kc5 9.Qgc4+ Bxc4#. Hard to solve. Bravo Mr. Pitkanen! (LV), The 2 wQs maneuver the bK to either c5 or c4 but there are far too many duals (CCF)

S0105 (Surkov) This one has a great try: 1.Rc1+? Rc2, and 2...Rxc1# follows, but White does not have a waiting move. It takes 10 moves to set this up: **1.Ra3+!** Kc2 2.Qe4+ Rd3 3.Rab3! Kd2 4.Qe1+ Kc2 5.Qe2+ Rd2 6.R3b2+ Kc3 7.Rc1+ Rc2 8.Ra2! Kb3 9.Qb5+ Kc3 10.Qd5 Rxc1#. Time lost in a great style! Cooked in 8 moves: 1.Ra3+!? Kc2 2.Qe4+ Rd3 3.Na7 Kd2 4.Ra2+ Kc3 5.Rc2+ Kxc2 6.Nb5 Kd2 7.Qe1+ Kc2 8.Na3+ Rxa3# (OR, LV, CCF)

S0106 (Surkov) Here, the thematic shortcut 1.Qb5+? Qxb5#?, is refuted in a less interesting manner: 1...Kd4!. Again, preparation is lengthy. White needs to bring his Knight to protect d4: 1.Rd2+ 2.Rf4+ 3.Rf1+ 4.Nf2+ 5.Nd3+! 6.Rf4+ 7.Rf6+ Ke4! (Kd4? 8.Ne1+!) 8.Qf5+ 9.Qf2+ 10.Qe2+! 11.Ne1+ 12.Rc2+ 13.Qd3+ 14.Qf5+ 15.Rd2+ 16.Qg5+ 17.Re2+ 18.Nf3+ Kd3

19.Qb5+! Qxb5#. **Cooked** in 15 moves: 1.Rd2+ Ke5 2.Rf4+ Ke3 3.Rf1+ Ke5 4.Nf2+ Kf3 5.Nd3+ Ke4 6.Rf4+ Ke3 7.Rg4+ Kf3 8.Ne1+ Qxe1 9.Rf4+ Ke3 10.Rf2+ Ke4 11.Qf5+ Ke3 12.Qc5+ Ke4 13.Rd4+ Ke3 14.Ra4+ Kd3 15.Qc3+ Qxc3# (CCF)

S0107 (Smotrov) The thematic plan: 1.Nxf3+ Ke4 2.Ng5+ Nxf5+, does not selfmate because the d6-square is not protected. Thus, the plan is to bring there wBf8, and then execute the main plan. **1.Nf1+!** 2.Bd3+ 3.Bb5+ 4.Re1+ 5.Rc4+! 6.Ra4+! 7.Na3+ 8.Bb4+! 9.Rd1+ 10.Bd3+ 11.Ba6+! 12.Re1+ 13.Bd6+! He is finally there, and now everything has to come back where it was: 14.Nb1+ 15.Rc4+ 16.Rc3+ 17.Rd1+ 18.Nfd2+, and the main plan springs into action, 19.Nxf3+ Ke4 20.Ng5+ Nxf5#. Count the number of batteries created and destroyed, and for comparison, see SG#10, 1st HM on page 67, composed by the same talented author. *The battery creation is quite formidable. Very difficult to solve (CCF)*

Remaining SG10 (April-June 2000) Solutions - SELFMATES

Comments from Andrzej Baniak (AB), C.C.Frankiss (CCF), Efen Petite (EP), Ryan McCracken (RM), Radovan M. Tomašević (RT)

S0091 (Nahnybida) A very competent oscillation maneuver: **1.Re5!** Kf4 2.Re4+ Kg3 3.Rxe3 Kf4 4.Re4+ Kg3 5.Re5! Kf4 6.Rf5+ Kg3 7.Rd5! Kf4 8.Rd4+ Kg3 9.Rxd2 Kf4 10.e3+ Kg3 11.Rg2+ hxg2# **Solution in 7 moves:** 1.Ra5 (Rb5, Rc5, Rd5) Kf4 2.Ra4+ (Rb4+, Rc4+, Rd4+) Kg3 3.Ra8 (Rb8, Rc8, Rd8) Kf4 4.Rf8 Kg3 5.Nf5 Kf4 6.Nxe3+/Nxf4+ Kg3 7.Ng2 hxg2# (CCF)

S0092 (Livnat) Nearly a miniature with only the Kings playing: **1.Kg3+!** Kxb8 2.Kg2+ Kxb7 3.Kh1 Kc8# *Funny fight of two Kings. Interestingly, bK repeats the moves of the wK. Very nice (AB), All King moves—well done (CCF), Easy key but cool mate (RM)*

S0093 (Livnat) The same theme as in the previous problem, but with more than twenty pieces and five promoted Bishops. Eighteen consecutive moves by two Kings. Is this a task? **1.Kc6+!** Ke8 2.Kd5+ Kf7 3.Ke4+! Kg6 4.Kf3+ Kh5 5.Kxf2+ Kh4 6.Kf3+ Kh5 7.Ke4+ Kg6 8.Kd4+ Kxg7 9.Kc3! Kf8# *The black King is hypnotized by wK repeating all moves, in spite of bunch of Bishops. Very impressive indeed (AB), A major compositional achievement to get 18 King moves (CCF), A comical diagram, but the multitude of Bishops gives the intention away (RM), I wish the Bishop was not promoted (RT)*

S0094 (Dugas and Moutecidis) In this problem, if Black was on the move, he would have to checkmate with 1...Qxa1#. However, White cannot lose a tempo, and a completely different mate, resulting after the Odyssey, comes back : **1.Bd3+!** Kb3 2.Na5+ Kb4 3.Rc4+ Kb5 4.Qa4+ Kb6! 5.Rc6+ Ka7 6.Ra6+ Kb8 7.Qe8+ Kc7 8.Qe7+ Kc8 9.Qf8+ Kd7! 10.Rd6+ Kc7 11.Rc6+ Kd7 12.Qd6+ Ke8 13.Rc8+ Kf7 14.Qf8+ Ke6 15.Re8+ Kd7 16.Qf7+Kd6 17.Qe7+ Kd5 18.Bc4+ Kd4 19.Qd6+Kc3 20.Qd2+ Qxd2# *This is a rework of a problem No. 2879, which appeared in Nov/Dec 1993 edition of the U.S.P.B and was found to be unsound. However, the same cook seems to work in this version. It solves in 18 moves (all checking) with some duals in two 11-14th moves as follows: 1.Bb5+ Kb3 2.Na5+ Kb4 3.Rc4+ Kxb4 4.Qa4+ Kb6 5.Rc6+ Ka7 6.Nb3+ Kb7 (best) 7.Qa6+ Kb8 8.Rb6+ Kc7 9.Rb7+ Kd8 (best) 10.Qb6+ Kc8/Ke8 11.Qc6+ Kd8 12.Rb8+ Ke7 13.Re8+ Kf7 14.Qd7+ Kf6 15.Rf8+ Ke5 16.Rf5+ Ke4 17.Nc5+ Ke3 18.Qd2+ Qxd2#; or from move 4: 4.Qa4+ Ka6 5.Nb3+ Kb7 6.Qc6+ Kb8 (best) 7.Rb4+ Ka7 8.Ra4+ Kb8 9.Qb6+ Kc8 10.Ra8+ Kd7 11.Rd8+ Ke7 12.Qd6+ Kf7 13.Qd7+ Kf6 14.Rf8+ Ke5 15.Rf5+ Ke4 16.Nc5+ Ke3 17.Qd2+ Qxd2# (CCF)*

S0095 (Molnar) R#2 In (a), **1.Nd8!** Rb4~ 2.Qxf6 Rxe6 A#, 1...Rb7! 2.Nxe6! Bxe6 B#. In (b), the White answers are reversed: **1.Ne8!** Rb4~ 2.Qxe6 Bxe6 B#, 1...Rb7! 2.Nxf6! Rxf6 A# *Twin with clever reciprocal black mates with the wQ pinned (EP), Variations after pinning of wQ (CCF), Interchange of mating squares and figures in response to corrected defense. Looks a bit heavy, but maybe it is specific of the genre? (AB)*

HELPMATES

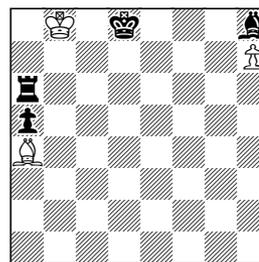
Editor: **Dan Meinking**, Judges: H#2 **Michal Dragoun**, H#2.5 & H#3 **Janos Csak**, H#3.5 & H#n **Gabor Cseh**

As in the novel *2001*, StrateGems' fourth orbit promises to be an odyssey indeed. New crew members include: Colin Sydenham, Francesco Simoni, Alex Ettinger, Leonid Nosamovski, Milan Vukcevic, and Jozsef Pasztor. And we salute Michal Dragoun, Janos Csak, and Gabor Cseh for their honorable judging services.

If Noam's miniature is really new, it is quite a discovery. Three tight thematic twists are trailed by Chris' terrific task. Messrs. Kostukov and Onkoud each contribute a fine pair of originals. We wish Isaak a *Happy 90th Birthday!* on January 31st. His dynamic problem duo stems from the thematic research he discusses on page 48. Jozsef tackles a challenging theme, without twinning, and Chris' **H0455** was inspired by Christer's (Honorable Mention) H#5½ in the FA60JT, published last issue. Many a finesse to be found among the moremovers, with an especially entertaining trio from our German friends.

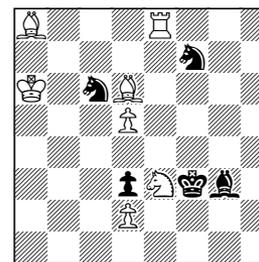
Notes: The "duplex" label means **H0438** is a H#2 of both Black *and* White, with the side-to-be-mated moving first. The "zero-position" indicates **H0452**'s diagram is not for solving; you must make the twin changes first. The "&" denotes consecutive twinning in **H0459**; i.e. c) is derived from b). The *NWK* (no White King) problem is strictly for solving; it does not compete in the informal tourney.

H0436 Noam Livnat
Israel



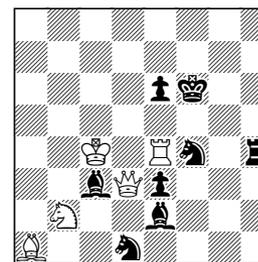
H#2 3 solutions (3+4)

H0437 Georgi M. Frantsov
Bulgaria



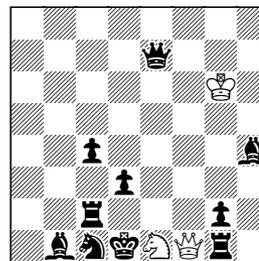
H#2 b) wR8 (7+5)

H0438 Colin Sydenham
England



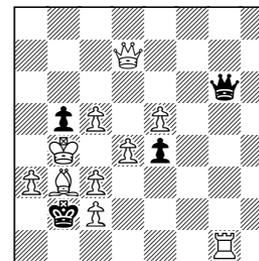
H#2 duplex (5+8)

H0439 Mykola Nahnybida
Ukraine



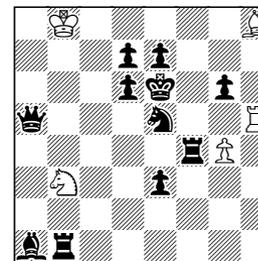
H#2 2 solutions (3+10)

H0440 C.J.Feather
England



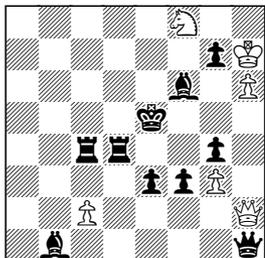
H#2 5 solutions (10+4)

H0441 Georgi M. Frantsov
Bulgaria
dedicated to Chris Feather



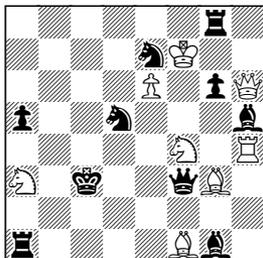
H#2 b) Ke6→e4 (5+11)

H0442 Joe Youngs
Maple Grove, MN



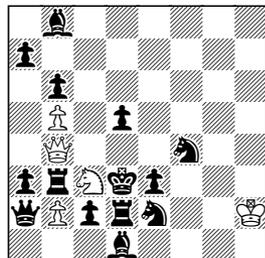
H#2 2 solutions (6+10)

H0443 Alexandr Kostukov
Russia



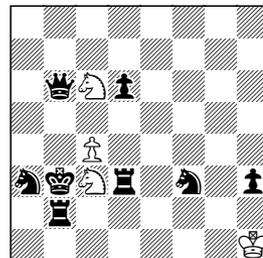
H#2 2 solutions (8+10)

H0444 Francesco Simoni
Italy



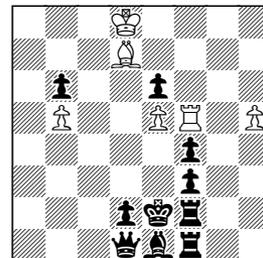
H#2 2 solutions (5+14)

H0451 Milan R. Vukcevic
University Heights, OH



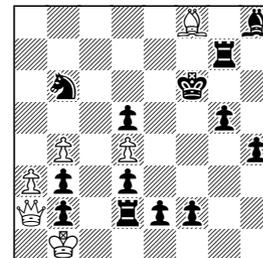
H#3 2 solutions (4+8)

H0452 Mykola Nahnybida
Ukraine



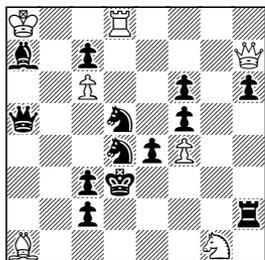
H#3 zero-position (6+10)
a) Be1 →d3 b) Rf1 →e3

H0453 Isaak Kavnatsky
Oak Park, MI



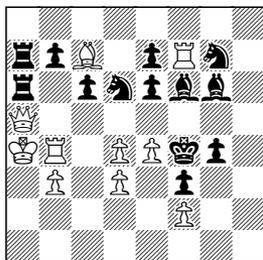
H#3 2 solutions (6+13)

H0445 Tibor Ersek
Hungary



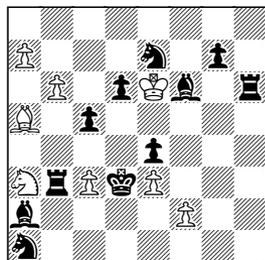
H#2 b) Ba1→d1 (7+13)

H0446 Michal Dragoun
Czech Republic



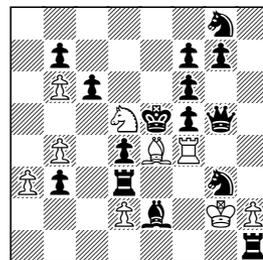
H#2 2 solutions (10+13)

H0447 Alex Ettinger
& Leonid Nosamovski
Israel



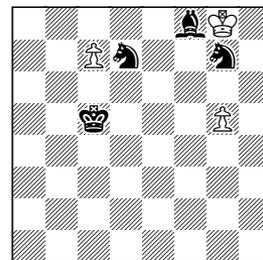
H#2½ b) Pa7→f7 (8+11)

H0454 Jozsef Pasztor
Hungary



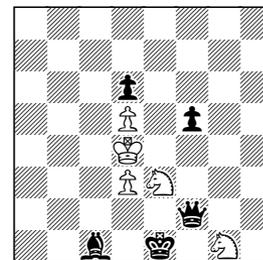
H#3 3 solutions (9+15)

H0455 Christopher Jones
England
after Christer Jonsson



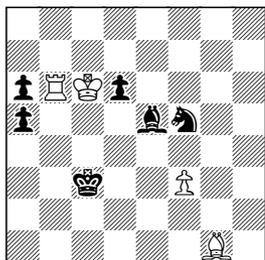
H#3½ 2 solutions (3+4)

H0456 Luigi Vitale
Italy



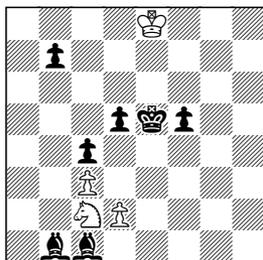
H#3½ 2 solutions (5+5)

H0448 Abdelaziz Onkoud
Morocco



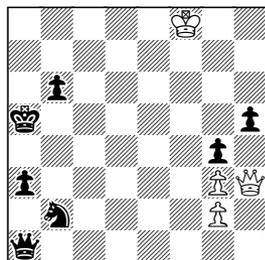
H#3 b) Be5→f4 (4+6)

H0449 Abdelaziz Onkoud
Morocco



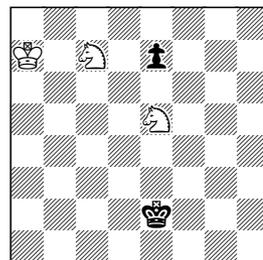
H#3 b) bNf5 (4+7)

H0450 Isaak Kavnatsky
Oak Park, MI
commemorating IK90JT!



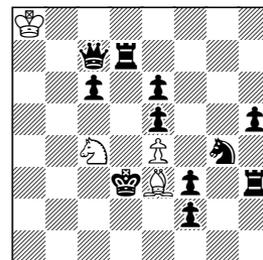
H#3 b) Kf8→e8 (4+7)

H0457 Alexandr Kostukov
Russia



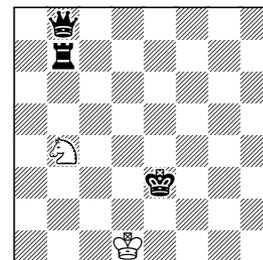
H#4 b) Ka7→g8 (3+2)

H0458 Temur Chkhetiani
Georgia



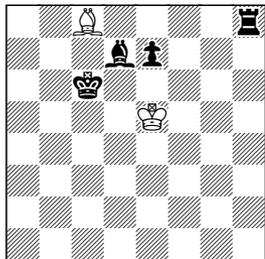
H#4 2 solutions (4+11)

H0459 Albert Grigoryan
Armenia



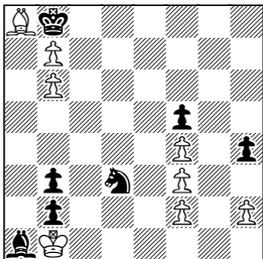
H#5 b) Qb8→a2 (2+3)
c) & Nb4→f2

H0460 Rolf Wiehagen
& Thomas Brand
Germany



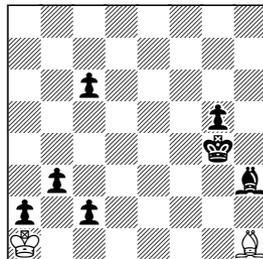
H#5 (2+4)

H0461 Christopher Jones
England



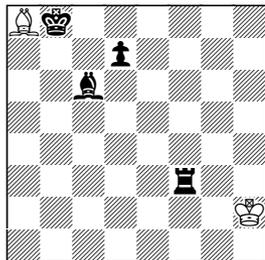
H#5 b) Pf4→h3 (8+7)

H0462 Albert Grigoryan
Armenia



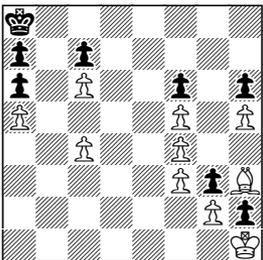
H#6 (2+7)

H0463 Reinhardt Fiebig
& Rolf Wiehagen
Germany



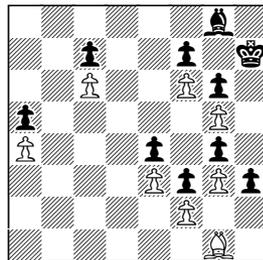
H#10 (2+4)

H0464 Vladimir Janal
Czech Republic



H#16 (10+8)

H0465 Reinhardt Fiebig
Germany



H#20½ NWK (8+10)

SG11 (July-September 2000) Solutions – HELPMATES

Comments from Andrzej Baniak (AB), Charles Frankiss (CCF), C.J.Feather (CJF), Carlos Grassano (CG), Barry Keith (BK), Jeremy Morse (JM), Efen Petite (EP), Israel Tzur (IT), Luigi Vitale (LV)

H0364 (Gurov/Shorokhov) a) 1.Rf5 Ne5 2.Kf6 Rg6#, b) 1.Nf7 Be5 2.Bd5 Nd4#, c) 1.Bc7 Re5+ 2.Kd6 Bc5# Superb lightweight showing a cycle of white Umnov arrivals, with the mating unit matching black's key piece. *No strategy but an interesting pattern on e5 which can be interpreted cyclically; neat construction (CJF), The twinning could be looked upon as a black cycle (IT), Umnov with a cycle in ideal setting; very elegant (AB), Beautiful aristocratic Meredith with good play (EP), Beautiful! Perfect! (CG), Each e5 unit moves away to selfblock and each white unit moves to this square. Each white unit mates in twin. Very harmonious (CCF)*

H0365 (Molnar) a) 1.Kf7 Nf8 2.Kg8 Bd5#, b) 1.Kf5 Bb5 2.Ne6 Bd3#, c) 1.Ng6 Rf8 2.Ne7 Rf6#, d) 1.Rf7 Rxb8 2.Ke7 Re8#, e) 1.Kd5 Nb6+ 2.Kc5 Bd4# Skillful and ironic twin-task with black-for-white substitutions leading to different mates, four of which are models. *Unless I am missing something the only point seems to be the twinning itself. Ingenious but superficial (CJF), Excellent (CG), Wonderful twinning. A very fine problem (CCF)*

H0366 (Karpati/Wiehagen) I. 1.Nxf4 (Nxg7?) Rc5+ 2.Kd4 Nf5#, II. 1.Nxg7 (Nxf4?) Bc5 2.Kc6 Be4# Basic flight-giving Grimshaw with model-mates, though the imbalanced motivations detract. *The Wp4 is not a thematic piece, merely a cookstopper which does not contribute to the mate. Therefore its capture cannot be seen as thematic; indeed it might have been more honest to place it on d4, not f4! The idea (tempo dual avoidance by capture on Black's 1st move) cries out for a Zilahi (CJF), Grimshaw on c5 with tempo play of bN and model mates; very elegant (AB), Nice work! (CG), The bN moves are tempo moves, not captures. Clever idea (CCF)*

H0367 (Ilievski) set: 1... Be8 2.Qf6 Bc1#, play: 1.f4 Be7+ 2.Kf5 Bd3# Echoed half-pin variations in a most elegant set/play form. *Neat but very old-fashioned (CJF) A nice and "democratic" problem (the Queen and Pawn act as equal from the viewpoint of the doublepin). The Bishops change side and function (IT), Very nice chameleon-echo with pinned mates (AB), Pleasant mates by wB (EP), Alternate Bishop mates but fairly obvious (CCF)*

H0368 (Molnar) a) 1.Qf5 (Qg6?) Re2+ 2.Kd3 Nf4#, b) 1.Qg6 (Qf5?) Rf3+ 2.Ke4 Ng5# The black Queen accommodates by closing lines for both sides. *Nice echo, and not easy! (BK), Very familiar strategy here neatly echoed (CJF), A beauty. The BQ's line-cutting and anticipatory selfpin unpins the WN and allows its mate (IT), Two echo pin-mates with anticipatory blocks; very elegant (AB), Magnificent black play of preventive pins and interceptions (EP), Chameleon mates with pin-mates (CCF)*

H0369 (Aliovsadzade) a) 1.Rxe6 Bf7 2.Re2 Bc4#, b) 1.Bh5 Rxe2 2.c5 Re6# Another amusing take-me-take-you affair from Rauf! *Interesting change of switchbacks! (BK), Visually witty mutual captures. I don't mind the unequal motivation in such Black/White themes but I do find that the non-thematic moves (like Bh5) somehow seem more prominent in this kind of problem, rather to its detriment (CJF) The same idea as the author's H0325. Here Rooks are the heroes instead of Bishops (IT), Black and White switchback between the same squares and with Rooks. Fantastic! Great twin to H0325 (SG11) where the same idea was achieved with Bishops. Very refreshing. More from this author, please! (AB), Enjoyable two-color switchback moves (EP), Excellent double switchback (CCF)*

H0370 (Tomašević) a) 1.Rf3 Kb7 2.Ne3 Rb6#, b) 1.Rd6 Kb8 2.Qe8 Qb6# Plenty of good line and dual-avoidance effects, but the twinning method leaves something to be desired. *Lineplay galore: anticipatory unpin, selfpin and self interference (IT), Heavy position, complicated twinning, not impressive (AB), Interesting black strategy of preventive white unpins in a) and prevention of check to wK in b) (EP), Beautiful pinning and self-interference (CG)*

H0371 (Frantsov/Kapros/Lois) I. 1.Nb5 Nxc5 2.Kxc5 Nd3#, II. 1.Nf3 Nxd5 2.Kxd5 Nf6#, III. 1.Ne2 Nxc5 2.Kxc5 Ne6#, IV. 1.Ne2 Nxd5 2.Kxd5 Nc3# Strong task of 4 anticipatory line-closing keys by the bN. *Pleasing pure interferences on Black's 1st move, three of which could be interpreted as anticipatory. The play is familiar and the repeated moves have to be taken as part of the bargain but a neat fourfold setting is clearly worthwhile (CJF) Two pairs of Zilahi-solutions motivated by the thematic BN's self-interferences (IT), Four anticipatory closures of black linear figures by black Knight. Some repetitiveness seems to be unavoidable in this good task (AB)*

H0372 (Frantsov/Parrinello) a) 1.Ke6 Rh6+ 2.Rf6 Bg8#, b) 1.Kd4 Bf2+ 2.Be3 Rd1# Well-matched play leading to double-pin models; the line-opening of 1...Bf2+ in b) is unfortunate, however. *I'm never very happy about black batteries used merely to force the move order (CJF) First the black battery is neutralized by the K's self-interference then its frontpiece is selfpinned to make possible the mate (IT), Two pin-mates, where one pin is created during the solution, full analogy of vars, very good (AB), Stupendous black maneuvers of preventive pins and mates with two black pieces pinned (EP)*

H0373 (Ivanov) I. 1.Rxb4! Ne6! 2.fx6 Qc5#, II. 1.Bxd8! Ne5! 2.fx6 Qd7# Double guard-Zilahi with excellent geometric motif! *Very original: white battery is completely destroyed allowing wQ to mate, very good indeed (AB), Sequential and thematic captures. Beautiful and excellent! (CG), Pawn captures provide selfblocks. Quite difficult to see (CCF)*

H0374 (Petkov) I. 1.Rxa5! Nd5! 2.cxd5 Nc4#, II. 1.Rxc8! Nc4! 2.bxc4 Nd5# Active Zilahi sacrifices combined with anticipatory hideaway captures! *The anticipatory effects are good and I should rate this very highly if it were not for the symmetry (CJF), A very rich problem. Concerning the WN's it is a Zilahi with change in the order of moves. Concerning the WR's it is a hidden or passive Zilahi-like feature: one of them is eliminated while the opening of the second one's line is a decisive factor of the solution (IT), Reciprocal change of moves with sacrifice of two white figures and model mates, highly unified vars, simply great (AB), Brilliant sacrificial wN moves with inversion AB/BA in the same (EP), Perfectly matched mates except function of bR captures is different (CCF)*

H0375 (Syzonenko) a) 1.Rxd2 Bxd5+ 2.Qxd5 Rxe3#, b) 1.Bxc5 Rxe3+ 2.Rxe3 Bxd5# A neatly wrapped package, with the slightest twin-change leading to complete role reversals! *An original combination of known motifs. Capture square clearance by White for Black, as on White's 1st move here is for example a very well-worked motif, but not with the capture hideaways seen here on Black's 1st move (CJF), I would like to call the theme of this problem double Zilahi: a pair of white units is sacrificed in order to enable the other pair to deliver the mate and vice versa (IT), Double Zilahi plus reciprocal change of white moves in a bit brutal setting, nevertheless very sympathetic (AB), Excellent arrangement of black annihilation maneuvers with inversion AB/BA in the white moves (EP), All-capturing extravaganza (CCF)*

H0376 (Parrinello) I. 1.Bxg4+ Ke5+ 2.Bf5 Qd8#, II. 1.Rxg5+ Ke6+ 2.Rf5 Ne5# Familiar capture-plus-Grimshaw scheme, but the delivery of pin-mates by just-unpinned White pieces seems a strong and original touch! *Suggested by my ORBIT article on the H#2 Visserman theme...a nice example with some originality (CJF), Zilahi and the author's beloved King-battery. There is more: unpin, selfpin and pinmate of the Zilahi thematic unit. An object of art (IT), Original Zilahi: to unpin white figure, white King moves along pinning line and black figure unpins and is pinned, so we have pinned mate, great problem (AB), Careful play of black pins (EP), Clever capturing, pinning sequence (CCF)*

H0377 (Petkov) I. 1.Rxb5! (Qxg2?) Kxg7 2.Qxg2+ Kf8#, II. 1.Rxg2! (Qxb5?) Kxe5 2.Qxb5+ Kf4# Beautifully motivated K-walks leading to Royal Battery double-pin mates! *A beauty: harmonious black play (sacrifice and selfpins) to operate the white King-battery (IT), Two double pin mates, rather schematic (AB), Precious black pins with royal battery mates with double pins (EP), Perfectly matched mates with double self-pinning (CCF)*

H0378 (Nefedov/Wiehagen) a) 1.Nh3 Bxh3 2.Qxh3 Rxf4#, b) 1.Qh3 Rxh3 2.Nxh3 Bxd3# A difficult but purely demonstrated sequence: dump, clear, hide, mate! *A theme much worked by Garai. Not now original enough to carry the BK twinning (CJF), A very good Zilahi with elimination and displacement of the black guarding pieces and all this happens on the square 'h3' (IT), Very original reciprocal change of black moves with focal point h3 but the twinning could be better... (AB), Exquisite white-black sacrifices on h3, and one mate with bB pinned (EP), Alternate captures on h3, but a very ugly position with poor twinning (CCF)*

H0379 (Dragoun) a) 1.Nf6! (Rf6?) Rxe3 2.Kxe3 Nf5#, b) 1.Rf6! (Nf6?) Rxd5+ 2.Kxd5 Rd7# Splendid triple-anticipatory line-closing keys lead to active R-sacs and model mates! *Anticipatory interferences with white sacrifices sounds pretty good but the construction is less than elegant. And it would be so much better if there were a white Funktionswechsel (CJF) Anticipatory unpinning of the masked halpin (IT), Anticipatory closures of diagonal a1-h8 plus sacrifices of wR to bring bK to proper square, problem in good strategic style, quite difficult to solve (AB), Line-closing on f6 necessary to avoid check to wK. Well composed (CCF)*

H0380 (Janevski) a) 1.axb4 Rxc3 2.Nc4 Rd3+ 3.Kc5 Rd5#, b) 1.Bc4 Ba3 2.Nb4 Bc1 3.Kxc5 Bc3# Zilahi coupled with round-about White play. *Zilahi with full-time run of the thematic piece (IT), Zilahi with model mates on square c5 and round trip of white figures. Another great problem from this author (AB), model mates of good style (EP)*

H0381 (Garai) I. 1.Qd6 Nxe5! 2.Kxe5 Kd3 3.Rf5 Nxg4#, II. 1.Rh3 Nxg4! 2.Kxg4 Kf2 3.Bf5

Nxe5# A wholesome buffet: unpin, active Zilahi, self-unpin, Umnov, and Grimshaw! *A quite complicated active Zilahi: change of order and function of the WN's moves and Grimshaw at the last black move. The first black move has two effects: unpin and selfblock. Deep and rich problem (IT), Anticipatory block, sacrifice of wN which allow bK come to mating square, Grimshaw on f5, full analogy of vars, great! The problem is similar to the one of the same author published in Szachista 08/2000 (wKb1 Ng1 g6 - bKg4 Qh7 Rg8 h1 Bh8 e6 Pg3 h3 h4, H#3, 2 sols: 1.Rh2 Nxh3 2.Kxh3 Kc1 3.Bg4 Nf4# 1.Qh5 Nxh4 2.Kxh4 Kc2 3.Rg4 Nf3#) but H0381 is much better (AB), Sacrificial wN directly unpinned in one solution and mate for the same in the other after black interception. Very good! (EP), Very well-matched mates by this excellent composer (CCF)*

H0382 (Janevski) a) 1.Qxe5! (Qxd5?) d6 2.Qc3 Bf3 3.Bd4 Be2#, b) 1.Qxd5! (Qxe5?) efx6 2.Qg5 Re3 3.Re5 Rf3# Pristine line play, complemented nicely by the black Bristols. *The super-active bQ opens both white and black lines besides self-blocking (IT), Witty removal of 'curtain' d5e5 to mate from f3, and opening the line by bQ for black linear figure, highly unified vars, simply excellent (AB), Beautiful black play to block for his K, arranged with white unpin in a) and opening white line in both twins (EP), Line-opening with selfblocks. Not too difficult (CCF)*

H0383 (Jonsson) a) 1.Qe6 Na1! 2.bxa1B Bg5 3.Be5 e4#, b) 1.Qf6 Be1! 2.fxe1R g3 3.Re5 Nd4# Clever sacrifices by White to allow side-stepping underpromotions by Black, though a Zilahi is wanting. *Elegant sacrifices to promote the right kind of unit at the right place. The newborn piece not only blocks the 'e5' square but cuts the line of his own Q (IT), Underpromotions with anticipatory block by wQ; pity that bishop does not mate in a) (AB), Fine black promotions enabled by white sacrifices (EP), Nice solution (CG)*

H0384 (Zujev/Mansarliyskiy) I. 1.Qxd5 Rc8! (Re3?) 2.Nb2+ Rc1 3.Nd3 e3#, II. 1.Qxd6 Re3! (Rc8?) 2.Kxd5+ Rc3 3.Bd4 e4# Rook role-reversals to meet the ensuing check properly, ending with echoed "wedge" mates. *Shielding the WK and Pawn one-two versus self-blocks of the BK (IT), Chameleon mates with interesting strategic play and some subtleties. It took me some time to understand that in second var Re6 not Re8 should go to c3. Very good (AB), Careful mates by the wP (EP), Excellent composition. I enjoyed it a lot (CCF)*

H0385 (Csak) I. 1.Rd4 Rxc7! 2.Ng7 Rd7 3.Re4 Rd5#, II. 1.Nd4 Rxg2! 2.Rg7 Rd2 3.Nc6 Rd5# A brilliant black Funktionswechsel (by R/N & R+B/N+P) allows the wR to pick off the remaining guard before delivering mate! *Change of function in the interesting strategy of black on the main diagonal (IT), Splendid wR unpins and mates by the same after the interceptions by the bN (EP), Double Grimshaw in one solution. Well executed (CCF)*

H0386 (Chkhetiani) I. 1.Bxd5+ Rxd5 2.Ke4 Bxa6 3.Kxd5 Bb7#, II. 1.Qxd5+ Bxd5 2.Kd4 Rxa6 3.Kxd5 Rd6# Somewhat familiar but pleasantly presented group sacrifices leading to mates on d5. *Zilahi with wayclearing black sacrifices (IT), Quite original Zilahi where the sacrificed black figure anticipates the way in which bK goes to d5 and it is mated, only the second white move looks a bit artificial, all at all good problem (AB), Interesting two-color annihilation maneuvers ending in model mates by the wR and wB (EP), Well matched mates but solution not difficult to see due to wP signposts on e5 and f4 (CCF)*

H0387 (Lois) a) 1.Qxa6! Nb3! 2.Qxa4! Rxa4 3.cxb3 Rg4#, b) 1.Rxa4! Nb4! 2.Rxa5! Rxa5 3.cxb4 Rg5#, c) 1.Nxa5! Bb5! 2.Qxa6! Rxa6 3.cxb5 Rxg6# A stunning accomplishment: *Three White pieces are captured (one via active sacrifice) in cyclic fashion to produce concurrent mates on the g-file. Wow! Incredible wayclearing including wholesale eliminations (IT), Opening the way for wR to mate on g-line, unfortunately in var c) the first move of black does not clear the line-a but opens the way for bQ. This and heavy position spoils the impression (AB), Marvelous bi-color annihilation maneuvers achieved with white sacrificial moves and opening of g3-g6 lines for Rook mates on the g-file. Bravo, Jorge! (EP), Formidable creation with originality! (CG), Clearance of all white units on a-file (other than wR) to allow wR to move to g-file. Well done (CCF)*

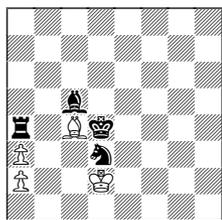
H0388 (Holladay) a) 1.Kb5 Kb1 2.Rb4+ Rb2 3.Ka4 Kc2 4.Rab5 Ra2#, b) 1.Kb5 Kb2 2.Ka4 Ra1 3.Ra2+ Kc3 4.Rb5 Rxa2#, c) 1.Qc6 Kb2 2.Qb6+ Kc3 3.Ra3+ Kc4 4.Ka5 Rxa3#

Elegant twinning leads to a trio of mates climbing up the board. Edgar notes that part a) is thematically identical to a problem by H. Voss [Aachener Anzeiger 1933, wKh2 Rh3, bKh7 Rh5h6], but the rest is new. *A triumph! (BK), Very nice model echo-chameleon mates in a beautiful aristocratic miniature (EP), Thank you Edgar! (CG), Quite "bellissimo" (LV), Ingenious play in all parts. Very attractive miniature (CCF)*

H0389 (Jonsson) I. 1.h5 c6 2.hxg4 cxb7 3.Kg3 b8Q+ 4.Kh4 Qh2#, II. 1.Ke3 Qc8 2.Kd4 c6 3.Kc5 b4+ 4.Kb6 Qxb7# Surprising wQ capture in (I); no such luck in (II), however. *Economical mate on each side! (BK), 2nd mate is more interesting than the first but good miniature (CCF)*

H0390 (ellinghoven/Kapros/Lois/Zucal) I. 1.Ke5 Rxh8 2.Kf6 Rxa8 3.Kg7 Ke8 4.Kh8 Kf7#, II. 1.Kc5 Rxa8 2.Kb6 Rxh8 3.Kb7 Kd8 4.Ka8 Kc7# The play has symmetrical qualities, but nonetheless an enjoyable Knieser affair with a Royal duel to boot. *Magnificent alternation in the captures of the wR to the bQ and bR, with final royal battery mates (EP) A near-masterpiece (LV), Seems a very simple idea to require 4 composers! (CCF)*

Miroslav Henrych
Schach 1994



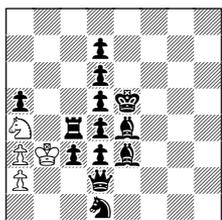
H#4½ (4+4)

royal battery model echo-chameleon mates (EP), A nice idea of unity! (LV), Excellent problem 2 wK/wB batteries set up in the course of play. WB moves behind wK in first variation and in front of wB in 2nd solution (CCF)

H0393 (Bales) 1.Ke3 Kxh2 2.Kf4 e3+ 3.Kg5 Be2 4.f4 exf4+ 5.Kh4 g3# A quiet bK stroll ending in ideal-mate. *Contrary to expectation, bK is mated on a dark square (JM), An up-to-date work! (LV), Good miniature from this experienced composer (CCF)*

H0394 (Jones) I. 1.Be6! fxe6 2.Ba3 exd7 3.Be7 d8Q 4.Bh4 Qxd3 5.Bg3 Qe2#, II. 1.Ba3 f6 2.Be7! fxe7 3.Be6 e8Q 4.Bh3 Qxe5 5.Bg2 Qf4# Wonderfully echoed bB offerings and extended journeys to deliver the right self-block. *Beautiful change of roles of the black B's within the same strategy of both phases (IT), Exchange of roles of bB: sacrifice and block of black King, nice (AB), Agreeable promotions to Q (EP), I am proud of this dedication! (LV), Remarkable problem, superbly constructed (CCF)*

R. Wiehagen
& A. Schoneberg
3rd Prize, Schach 1993

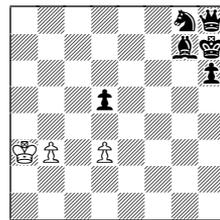


H#5 (4+13)

H0395 (Perrone) 1.Nxd3 Ng2 2.Qe1 f4 3.Rd2 Kf3 4.Kd1 e4 5.Nc1 Ne3# As in **H0391**, Black and White pluck a "plug" for each other, planning for a plethora of Platzwechself -- eight in all. Fantastic! Compare with this 2x4 PW predecessor (diagram left): 1.Qh2 Nc5 2.d2 a4 3.d3 a3 4.Kd4 Ka2 5.Qe5 Nb3# *Umnov strategy on both sides (IT), A very hidden idea! (LV), Remarkable that there is only 1 capture (CCF)*

H0396 (Tribowski) I. 1.Rg5 Be6! 2.Be6 Be8! 3.Kf5+ Kh3 4.f6 Kh4 5.Rg4+ Kh5 6.Rf4 Bg6#, II. 1.f5 Bg4! 2.Ke4+ Kg1 3.f4 Kf2 4.Qd4+ Ke2 5.Re5 Bh5! 6.Bf5 Bf3# Skillfully timed maneuvers by both sides to produce two very fine ideal mates. The wB treks alone are worth the price of admission! *Nice, mirrored echomates (IT), Superb black play around his K, model mate finishes (EP), rather difficult! (LV), Fine problem with difficult play (CCF)*

Michel Caillaud
diagrammes 1991



H#6 (3+6)

H0397 (Nahnybida) 1.Bf8 Kc1 2.Qxb2+ Kd1 3.Qxe2+ Kc1 4.Qb2+ Kd1 5.Qh8 Bd3 6.Bg7 Bxe4# Five switchbacks (3 by Black, 2 by White). Michel Caillaud sends the following for comparison (diagram left): 1.Bc3! b4 3.Qxd3 b6 5.Qh8 b8Q 6.Bg7 Qb1# *The mate is ready only the e2P waits for elimination and only the totally enclosed bQ could do it. Black's total switchback is a nice final touch. Fun (IT), Delightful bQ maneuvers (EP), Black switchback gives wK a bumpy ride (JM), This is a dream! (LV), Quite an amusing idea-poor wK gets a good battering (CCF)*

H0398 (Livnat) 1...Nf7 2.Be3 Nxh6+ 3.Kh8 Ng8! 4.Bh6 Nf6 5.Qe8 Nxh7 6.Bg7 Nf8 7.Rh7 Ng6# An awesome "rodeo" performance by the wN, brilliantly conceived! *An entertaining "square" dance hitting all points around g7! (BK), Fantastic ride of the wN. The elimination of the two seemingly helpful bP's is a paradoxical idea. A great problem! (IT), Brilliant revolutions of wN with mate after black selfblocks (EP), Hard to see that the two h-Pawns must be eliminated (JM), High standard! (LV). Almost has an "Umnov" quality (CCF)*

H0399 (Nedeljković/Stojanović) 1.Bd7! h3 2.Qd8 h4 3.Kg6 h5+ 4.Kf7 h6 5.Nf8 h7 6.Ng6 h8N+! 7.Ke8 Nf7 8.Ne7 Nd6# Like birds of a feather, the Black flock migrates north; White quietly promotes to N. *Nice. Perhaps the authors should consider the NWK option (IT), [Editors note: see H0434 in SG12!] Model mate after white promotion (EP), Lovely switch from h-file to 7th/8th rank (JM), Solvers will remember this problem! (LV), Clever setting up of mating nest and promotion to N (CCF)*

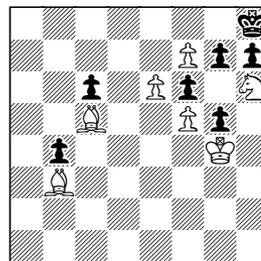
STALEMATES

Editor: **Dan Meinking**, Judge: **David L. Brown**

If this issue is any indication, 2001 will be a banner year for Stalemates. We welcome to this section: David Zimbeck, the Nicolai Zinovyev, Milan Vukcevic, and Aurel Karpati. My personal thanks to Dave Brown for agreeing to judge.

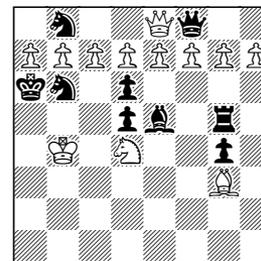
There is much to note in this stellar set of stalemates. David's task would be a fine achievement for any veteran composer; considering he just turned 16, with **Q0031** being his debut problem, it's all the more impressive! Nicolai presents two iron-logic direct-stalemates; Black starts the action in his **Q0032**. Our renowned editor's first offering is highly artistic and original; don't miss his important thematic try. Considering the *exact* topic of Noam's article (page 45), and his two related items herein, imagine my surprise on receiving a *third* example from Edgar! Mark and Kankuh fashion familiar feats in fresh form. And Aurel's **Q0039** will bring a twinkle, long after The Season has past.

Q0030 Mark Kirtley
Alpine, TX



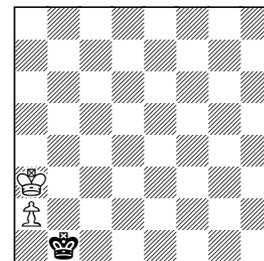
=4 (7+7)

Q0031 David Zimbeck
Columbus, OH



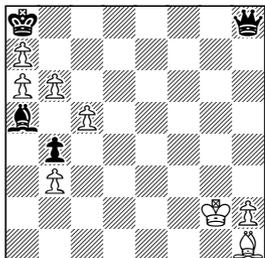
=10 (12+9)

Q0032 Nicolai Zinovyev
Kazakhstan



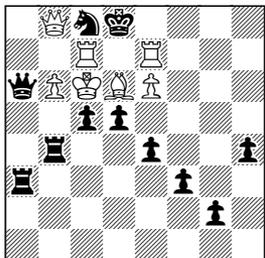
=14½ Black begins (2+1)

Q0033 Milan R. Vukcevic
University Heights, OH



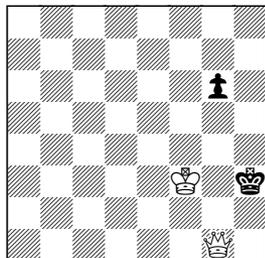
=16 √ (8+4)

Q0034 Nicolai Zinovyev
Kazakhstan



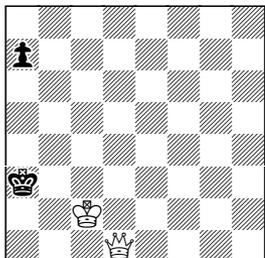
=36 C- (7+10)

Q0035 Edgar Holladay
Carmel, IN



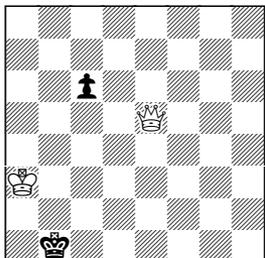
S=11 (2+2)

Q0036 Noam Elkies
Cambridge, MA



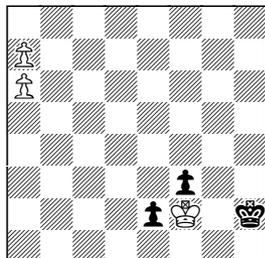
S=12 b) Pa7→b7 (2+2)

Q0037 Noam Elkies
Cambridge, MA



S=13 (2+2)

Q0038 Kankuh Kobayashi
Japan

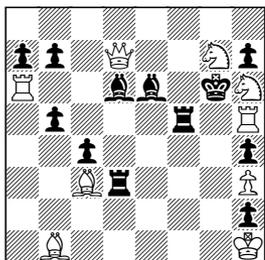


H=2½ 2 solutions (3+3)

SG11 (July-September 2000) Solutions – STALEMATES

Comments from Andrzej Baniak (AB), C.C.Frankiss (CCF), Israel Tzur (IT),

Q0039 Aurel Karpati
Hollywood, CA



H=2½ 2 solutions (9+11)

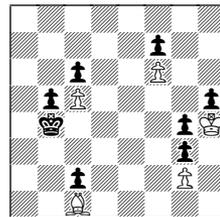
Q0019 (Grigoryan) I. 1.c1R Rg7 2.Rc7 Bxc7=, II. 1.c1N Bh2 2.Na2 Rxa2= A simple but pleasant promotion separation theme. *Nice little piece: sub-mini with two under-promotions (IT), Elegant switchback with full analogy of vars (AB), Nice miniature (CCF)*

Q0020 (Witztum) a) 1.Rd5 Nxf4 2.Nf6 Nh3=, b) 1.Bf6 Nxe4 2.Nd5 Ng3= Half-pin and changed-pin lead to double-pin stalemates, with perfectly matched play! *A beauty! The black N's have to disappear: one is unpinned and finds for himself another pin, while the other one is eliminated by a wN switchback (IT), Line clearance a4-g4 and double switchback. Well done (CCF)*

Q0021 (Ersek) 1.Rc5 Kg2 2.Rbb5 Rxh7 3.Ba5 Rxe7 4.Kb4 Rxe3= Interestingly, the bK must leave the board-edge to be pinned down. *The bK is entombing his own units. Usually things like that are done at the corner of the board, but here it happens in the middle of the board. A remarkable problem (IT), Surprising mid-board stalemate. Very enjoyable (CCF)*

Q0022 (Ersek) a) 1.Rb1 Rxc6! 2.Rxb5! Rxc3 3.Bxa7 Rxf3 4.Bd4! Rf4=, b) 1.Rc1 Bxc6! 2.Rc2! Bxd5 3.Bb6 Bxf3 4.Bxa5! Bd1= Here, the slight twinning sends both sides on completely different journeys, but their paths lead to a pair of double-pin mates! A tough solver problem. *A fine ODT. The white maneuver is similar to the former problem (IT), Skillful exchange of roles for black and white figures (AB)*

Q0023v M. Neumeier



H=6 C+ (5+8)

Q0023 (Neumeier) *Intention:* 1.Kc3 Kg5 2.Kc4! Kf4 3.Kd4 Kf3! 4.Ke5 Ke3 5.Kf6 Kd2 6.Kg5 Kc3+ 7.Kh4 Kb2=. However, *cooked* by Noam Elkies as follows: 1.Kc3 Be3 2.c1R Kxg3 3.Rc2 Kf2 4.Rb2 Ke1 5.Kc2 B~ 6.h4 Bd2=. An entertaining concept, but with serious task implications: 7-move captureless K-K Platzwechsel. Mike sends this corrected version with 6-move K-swap: 1.Kc4 Kg5 2.Kd5 Kf4 3.Ke6 Kd3 4.Kf5 Kd2 5.Kg5 Kc3+ 6.Kh4 Kb4=

FAIRIES

Editor: Gianni Donati, Judge: Juraj Lorinc

Welcome to M.R. Parameswaran, Kevin Bagley, Ryan McCracken, Chris. Feather, Christian Poisson, and George Sphicas. In **F0235** Black only moves to check and must check if given the chance. George's **F0241** is an extension of an already-considerable achievement shown in his article on Rook promotion records in series helpstalemates (SG#12). Even such a broad hint doesn't make for easy solving!

Definition of Fairy pieces and conditions

Andernach - On making a capture, units other than Kings change color.

Anti-Circe - On making a capture, any unit (including a King) is reborn on its game-array square. The captured unit disappears, as in normal chess. Since rebirth is obligatory, a capture is legal only if the relevant rebirth-square is unoccupied. A capture may be made either from or on a rebirth-square; promotion with capture is legal provided the rebirth-square of the promoted unit is unoccupied.

Circe - When captured, a piece (other than a 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 capture. If the game-array 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.

Circe-Parrain - After a capture, the captured piece is reborn, but only after another piece has moved. The line between square of capture and square of rebirth is parallel and of same length and direction like the move of the other piece. Pawns may be reborn on 1st and 8th rank. From their own side's first rank, they can move one-step-wise. If reborn on the own side's promotion rank, they promote as part of rebirth.

Grasshopper - Moves along Queen-lines over another unit of either color to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

LEO - The Chinese Queen, moves like a normal Queen but captures like a Lion.

Lion - moves and captures like a Grasshopper, but its arrival square may be any number of squares beyond the hurdle, provided the line is free.

Madrasi - Like units other than Kings are paralyzed when they attack each other. Paralyzed units cannot move, capture or give check.

Maxi - Black must play his geometrically longest move or may choose from among longest moves of equal length, distances being measured from the center of each square.

Moose - hops like a Grasshopper, but deflects 45 degrees either way at the hurdle; the arrival square is adjacent to the hurdle.

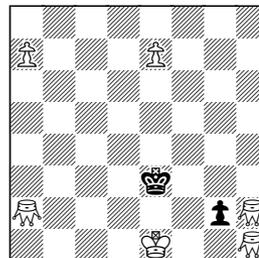
Neutral piece - belongs to whichever side chooses to use it. It can therefore be moved or captured by White or Black, and in Circe it is reborn according to capture. A King may not be moved on to a square controlled by a neutral piece, because of self-check.

Nightrider - A Rider along a straight line on squares lying a Knight's move away from each other.

Sentinels - On moving, a piece leaves behind a Pawn of its own color on its departure square. The rule does not apply to Pawns, or to pieces moving from the 1st or 8th rank, nor does it apply if there are 8 Pawns of that color already on the board.

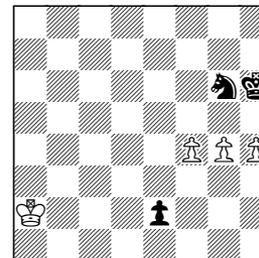
Series-mover (ser.) - One side remains stationary while the stipulated number of moves is made by the other side. In a series-helpmate (ser.h#n) Black plays n moves to reach a position where White can mate in one, avoiding checks until the final move of the sequence. In a series-selfmate White plays n moves to reach a position where Black is forced to mate in one, checks again being avoided until the last move.

F0227 Kevin Begley & Ryan McCracken
California/New Mexico



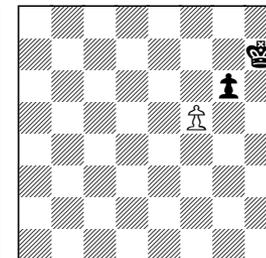
H#2 (6+2)
♙ Mooses

F0228 Lennart Werner
Sweden



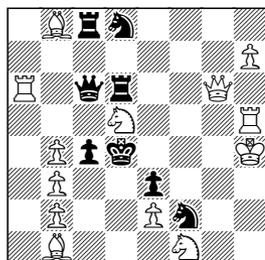
H#4 b) Pg4→h3 (4+3)
Circe

F0229 Luigi Vitale
Italy



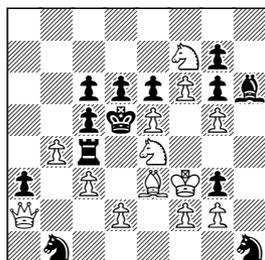
H=4 2 solutions (1+2)
Sentinels **NWK**

F0221 M.R.Parameswaran
Canada



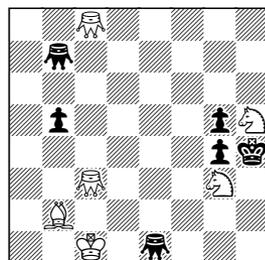
#2 Madrasi (13+8)

F0222 M.R.Parameswaran
Canada



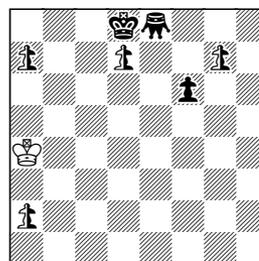
#2 Sentinels (13+13)

F0223 Michael McDowell & Brian Stephenson
England



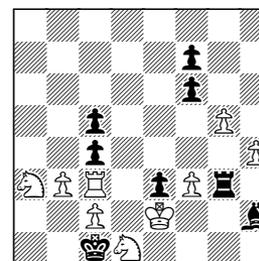
#3 (6+6)
♙♙ Grasshoppers

F0230 Kevin Begley
Elk Grove, CA



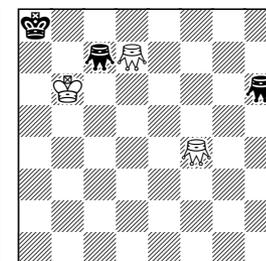
H#2 Circe Parrain (1+3+4n)
♙ Grasshopper

F0231 Tibor Ersek
Hungary



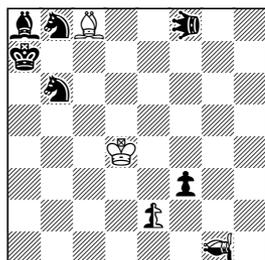
H=4 b) bPc4→h3 (11+6)
Circe

F0232 C.J.Feather
England



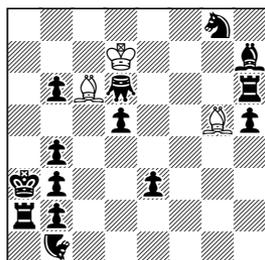
H#5 2 solutions (3+3)
♙♙ Grasshoppers

F0224 Petko A. Petkov & Mike Prcic
Bulgaria/USA



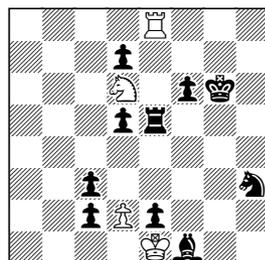
H#2 (2+6+2n)
b) LEOf8→h4

F0225 Mykola Nahnybida
Ukraine



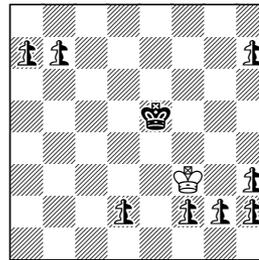
H#2 2 solutions (3+14)
Andernach
♙ Grasshopper, ♞ Nightrider

F0226 Mykola Nahnybida
Ukraine



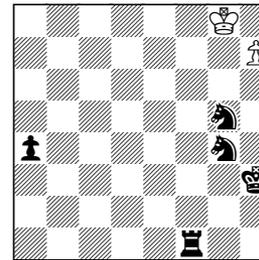
H#2 b) Kg6→b3 (4+10)
Andernach + Anti-Circe

F0233 Michael Caillaud
France



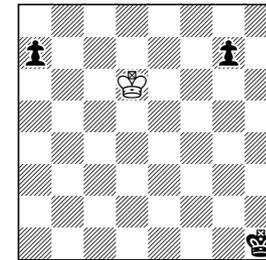
H=5½ (1+1+8n)
Circe + Madrasi
♙ Neutral Pawns

F0234 Mykola Nahnybida
Ukraine



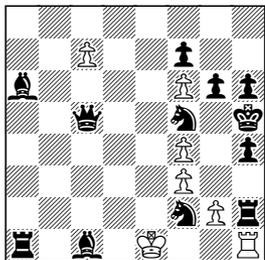
S#5 (2+5)
Circe + Maxi

F0235 Christian Poisson
France



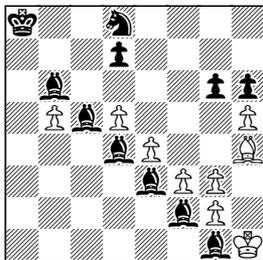
S#21 (1+3)
Black moves only to check

F0236 Rauf Aliovsadzade
Lincoln, NE



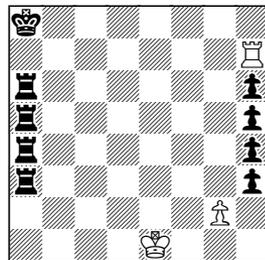
ser.s=8 (7+12)

F0237 Gyorgy Bakcsi
& Laszlo Zoltan
Hungary



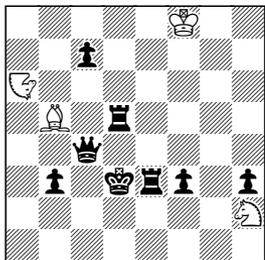
ser=20 (9+11)
Madras

F0238 Gyorgy Bakcsi
& Laszlo Zoltan
Hungary



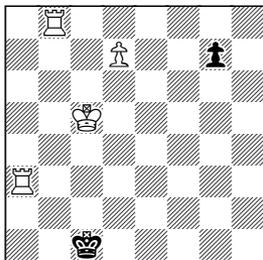
ser.#14 (3+9)
Madras

F0239 Klaus Wenda
Austria



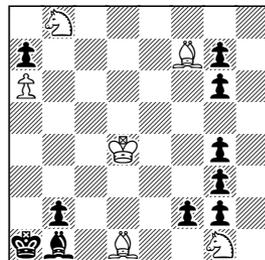
ser.h#5 b) ♖h2 (4+8)
Circe ♜ Nightrider

F0240 Albert Grigoryan
Armenia



ser.h=14 (4+2)

F0241 George P. Sphicas
New York
dedicated to Mike Neumeier



ser.h=36 (6+10)

SG11 (July-August 2000) Solutions - FAIRIES

Comments from Andrzej Baniak (AB), Charles Frankiss (CCF), Barry Keith (BK), Efren Petite (EP), Olivier Ronat (OR), Israel Tzur (IT), Luigi Vitale (LV)

F0168 (Kuhlmann/Stephenson) **Diagram Error: wK should be on d6, not e6** 1.Ba1! (zz), 1...Gc1 2.Nc3-b1#, 1...a5 2.Na2# *Good strategy (CCF)*

F0169 (Elbaz) I. 1.Qxc7(Bc1) Bb2+ 2.Qc3 Rb4#, II. 1.Qxb7(Rh1) Rh4+ 2.Qe4 Be5# *Harmonious Zilahi, ODT with elegant use of the Circe option (IT), Pin-mates with bQ blocking bR; good symmetry and construction, almost like normal H# (AB), Showy black play of annihilation achieved with bQ pins (EP), Not a lot of Circe play but attractive nonetheless (CCF)*

F0170 (Nahnybida) a) 1.Nxe2(bNg8) e8N 2.Nf6 Nxf6(wNg1), b) 1.Bxe2(bNc8) e8B 2.Bd7 Bxd7(Bf1) *Quite original: a black light figure moved to the initial square is taken by the newly promoted white light figure allowing mate from 1st line. Very interesting (AB), fairly straightforward demonstration of Anti-Circe. Well done (CCF)*

F0171 (Nahnybida) 1.1.Be7 Rg5 2.Nxg5(wNg5) Ne6#, 1.Ng7 Re1 2.Bxe1(wBe1) Bb4# *Funny Andermach idea: black figure changes the color and mates from its initial square; good problem (AB), The best! (LV), A non-difficult version of Andermach with switchbacks (CCF)*

F0172 (Nahnybida) a) 1.Rg6 Rc2 2.Gxc2(wGc2) Ge4#, b) 1.Bg6 Rc8 2.Gxc8(wGc8) Ga6# *Same idea as F0171 with G's (CCF)*

F0173 (Guttman) a) 1.Bd3 Gd1 2.Rf6 Nd4#, b) 1.Rd1 Gc8 2.Rd4 Ne5# *Reciprocal use of the squares d4 and e5 (IT)*

F0174 (Neumeier) 1.d1N a8Q 2.Nb2 Qe8 3.a1B b8R= *Clever AUW (CCF)*

F0175 (Neumeier) 1.cxb1N+ Ke4 2.d1N Qxd1 3.gxh1N Qxg1 4.f1N Qg8=

F0176 (Prcic) 1.Bf6! (2.Be7!! PAOxc5#) *The Black defends by "hiding" Mao behind the Pawns on a4,a6,c4,c6. 1...MAOa3/MAOa7/MAOc3/MAOc7 (from these squares MAO cannot come back to b5 in case Empress moves on the second move). White reacts by taking those Pawns: 2.Emxa4/Emxa6/Emxc4/Emxc6. Of course, Empress disappears (Kamikaze rule), and now Mao can safely move back to b5 and mate. I believe this is a maximum number of Mao's "hiding places". (Task). Editors note: This problem was also published (due to an error) in The Problemist. Thus it will not compete in StrateGems' informal tourney. Good use of Mao properties and Kamikaze (CCF)*

F0177 (Spinelli) 1.Gf3 Qe8 2.Ra5+ Qb5 3.Kd2 Qd5+ 4.Gd3 Qxa5+ 5.Ke3 Qe1#

F0178 (Spinelli) 1.Ga2 Rh6 2.g6 Rh1 3.Bc3 Ra1 4.Be1 Rxe1 5.Gg8 Re7# *Both this and the previous problem are quite delightful. I hope you will feature more of this composer's work (CCF)*

F0179 (J. Perrone) I. 1.Qd2 1.h8Q w.Qd4 3.g7 4.g8B#, II. 1.Qf1 1.g7 2.g8B 3.Bc4 4.h8Q# *BQ is pinned in both solutions. Mars-Circe is a difficult condition (CCF)*

F0180 (Buka) *Misdiagrammed. Even with diagram error fixed (see next page), the problem is cooked: 1.d8N/f8N 2.a8Q/c8Q 3.Qc6 4.c7/e7 5.b8R/d8R 7.Rxe5 8.Rh5 12.b8Q 13.Qb3 15.Ng5 16.Qf6+ Rxf6#. If only Berolina Pawns could not move east! (Ryan M.)*

F0181 (Vitale) 1.Ka3 2.Kxa2(Bf1) 3.Kb1 4.Kxc2 5.Kxd2 5.Kxh4(Bc1) 16.Kd3 Nd4 # *Spectacular march switchback of the bK with annihilation of white pieces that contribute to mate after rebirth (EP), Good Circe problem in Vitale's usual style (CCF)*

F0182 (Green) 1.d1Q 2.Qxd4 3.Qg1 7.d1R 9.Rxb5 11.Rg2 12.bxc5 16.c1B 18.Bh2 19.g3 24.d1N 26.Nh1 27.f2 Re5= **Cooked: 1.d1R 2.Rxd4 3.Rb4 4.Rxb5 5.d4 8.d1R 9.Rd2 10.Rg2 11.dxc5 12.c4 15.c1B 16.Re5 17.Bf4 18.Bh2 19.b5 20.b4 21.b3 22.bxa2 23.a1B 24.Bd4 25.Bg1 26.f2 27.g3 Rxe5 (CCF)**

F0183 (Grigorian) 5.f1B! 6.Bxa6 7.Bc8 12.a1R! 14.Rxh5 15.Rxc5 20.h1B 22.Bhd7 23.Rc7 e7# *Three underpromotions, nothing new under the sun (AB), Pleasant black promotions (EP), Very deceptive! (LV), Selfblocks and mating moves fairly obvious (CCF)*

F0184 (Grigorian) 2.e1Q 3.Qa1 4.Qxa4 5.Qd7 6.a4 7.axb 9.b1B 10.Bxd3 11.Bf5 14.d1R 16.Rxg6 17.Rf6 22.g1N 24.Ne5 Ng5# **Cook** in 20 moves with a lot of permutations: 2.f1R 4.Rxb4 7.Rg6 9.Kxh6 13.c1B 14.Bxe3 15.Bg5 18.e1R 20.Rh5 Nf5# (AB), **Cooked** in sh#20 1.f2 2.f1Q 3.Qh3 4.Qxe3 5.Qxh6 6.e3 7.e2 8.e1R 9.Rb1 10.Rxb4 11.Rg4 12.b4 13.bxc3 14.c2 15.c1B 16.Kg5 17.Qh3 18.Kh4 19.Bg5 20.h5 Nf5# (OR), *Easy but fun. The AUW also features nice play through g5. (BK), more difficult sequence than previous problem with AUW as well. Mating move and self-blocks fairly evident though (CCF)*

F0185 (Prcic) 1...Ne3 2.LEOf4#, 1.PAOc6+? Kxc5!, 1.PAOe6? (2.b6#) Bxe6!, 1.PAOg6/PAOh6? (2.b6#) Ne3!, **1.PAOf6!** (2.b6#), 1...MAOxc5 2.PAOc6#, 1...MAOb4 2.LEOf1#, 1...Ne3 2.PAOF4# *changed mate Fine composition (CCF)*

F0186 (Petkov) I. 1.Qa4 nVAOeh2+ 2.Re5 nPAOxa4#, II. 1.Rb8 nPAOdh4+ 2.Qd4 nVAOxb8#, *Play of two neutral Chinese batteries, blocks by the nVAOg1 and nPAOh5, black self-pins, Umnov, change of functions*

F0187 (Petkov) a) 1.h1VAOn 2.nVAOg2 3.nVAOh3 VAOcd7#, b) 1.c1MAOn 2.nMAOd3 3.nMAOe5 VAOed7#, c) 1.h1PAOn 2.nPAOxh5 3.nPAOh7 PAObd7#, d) 1.h1LEOn 2.nLEOg1 3.nLEOxa7 LEOd7#, *Neutral Chinese AUW, cyclical creation of four white Chinese batteries on d7.*

F0188 (Petkov) a) 1.Nc8 Ke6 2.Nd6 nLEOf6 3.nLEOhh6+ Ke7#, b) 1.Nd5 Ke4 2.b6 nLEOg2 3.nLEOhh1+ Ke5#, Creation of neutral anti-batteries, pinning of black Knight, cross-checks, change of functions. *These Petkov problems display chess composition of the highest order, particularly F0187 which is difficult to solve. What a wonderful group (CCF)*

F0189 (Brown) a) 1.Rg3! Kh2 2.Ne2 Kh1 3.Rh3 #, b) (with wRg3)1.Nh3! Kh2 2.Rg1 Kxh3 3.Rh1#

F0190 (Wakashima) 1.NEg3+ NEd2 2.NEc1+ NEf1! 3.NEe3+ Nd4 4.NEc7+ NSc2 5.NEa3+ NSe3 6.NEg1+ NEd1 7.NEc1+ NEd3 8.NEe5+ Nc4 9.NEc5+ NExb5 10.NEc3+ NEb4 11.NEa7+ Nb6# *Very difficult sequence of moves. Black NE ends up on starting square-quite brilliant (CCF)*

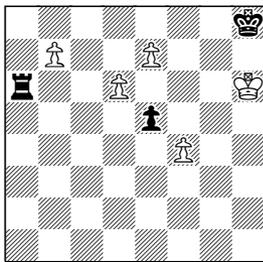
F0191 (Livnat) 1.Nd2 Ra1 2.Nb1 Qxb 13.Be8 Bh7 4.Bg6 Qxg6# *A beauty: two Bristols in four moves! (IT), White switchback combined with double black Bristol, skillful use of white King as a dual stopper, excellent construction, very good indeed. (AB), Good black Bristol moves (EP), Double mouse-trapping and switchbacks. Excellent (CCF)*

F0192 (Kotesovec) I. 1...Rf3 2.Gh6 Gg2 3.g5 Ge4 4.g4 Rf5#, II. 1...Rf5+ 2.Kh6 Gg5

3.Gh7 Ge5 4.g5 Rf6#, 1...Gb3 2.Kh6 Kd5 3.Kh7 Ge6 4.Gh8 Rf7# *A pretty mating pattern (new?) with the G covering 2 flights! (BK), Three shifted echomates (IT)*

F0193 (Muralidharan) Place the bK on c6 and then: 1.Rb5 e5 2.Qb6 Be4+ 3.d5 exd6 e.p.# *Attractive e.p. mate (CCF)*

F0180 V.V.Buka
Russia



ser.s#16 (5+3)
White Berolina Pawns
(normal black Pawn)

RETROS and PROOF GAMES

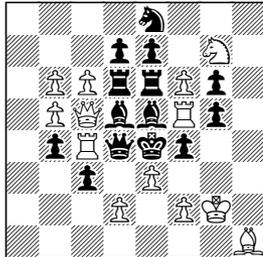
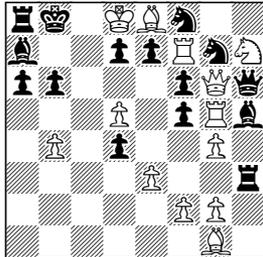
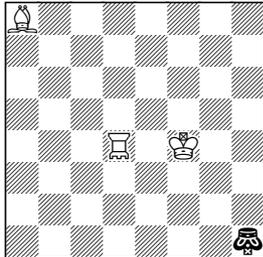
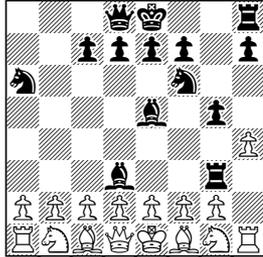
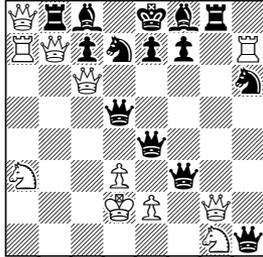
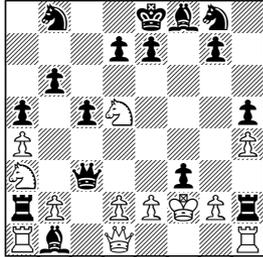
Editor: **Gianni Donati**, Judges: Retros: **to be announced**, Proof Games **to be announced**

First, my apologies for diagram errors in the previous issue: In Hwa's **P0069**, the piece on d4 should be a bN, not a bB; and in Heinonen's **P0072**, the Queen on h1 should be Black, not White. A number of solvers actually figured out what the diagrams should have been! In any event, I am sorry, and I have bought new glasses.

Pascal's **R0052** was inspired by Andrey Kornilov's article in the February 2000 issue of Die Schwalbe about "knight corridors." (The article may be found at <http://catv6081.extern.kun.nl/~retro/kornilov.html>). Michel's retro explores a theme dear to his heart; does this set a record? Rene's fairy retro is not for the fainthearted; the simple diagram uses Alice Chess (see his article in SG#5, January 1999) and also the Monochrome condition, explored in his article in this issue at page 51. The questions to be answered are: (a) Last two half-moves?; (b) What captured the Nb8?; and (c) By what, and where, was the Bc1 captured? The solution cannot be briefly expressed!

In the proof game arena, Charles offers a possibly new idea which, like his "file" games of two years ago, may lead to further exploration. There is substantial repetition across the three solutions, but that may simply come with the territory. Michel's **P0077** aims to make a Queen diagonal in the fewest possible moves, and his **P0078** doubles something. The solver will be delighted to discover what the something is.

The reader should not overlook Tom Volet's award in his 50th birthday tourney, reported at page 5.

<p>R0052 Pascal Wassong France</p>  <p>(13+14) Release the position</p>	<p>R0053 Michel Caillaud France</p>  <p>(13+15) Release the position</p>	<p>R0054 René J. Millour France</p>  <p>Alice A(2+0) B(1+1) Monochrome (see text)</p>
<p>P0076 C.C.Frankiss England</p>  <p>SPG? (16+14) b) Be5↔Rg3, -Nf6 c) Qd8→g3</p>	<p>P0077 Michel Caillaud France</p>  <p>Proof game in 24.5 moves (11+14)</p>	<p>P0078 Michel Caillaud France</p>  <p>Proof game in 22.5 moves (12+16)</p>

SG11 (July-September 2000) Solutions – RETROS

Comments from Andrzej Baniak (AB), C.C.Frankiss (CCF), Israel Tzur (IT)

R0044 (Molnar) Retract: f4xRg3 Rh3-g3+ 2.g5xRf4 Rf3-f4+ 3.g6-g5 Bb8-c7 4.Bc7-d8... (White captures: a6xb7=B; bxc→c8R; White promotions: b8B, c8R, c8R; White capture: hxg→g5xh6→h7; Black captures g6→g5xf4→f4xg3; c7xd6)

R0045 (Green) If the position is as it "appears," then the bBd8 must be promoted. Black has only made one capture, so the only place where the bB could have been created is on g1. On g1, however, the bB could not have escaped. Therefore, the position is illegal unless Black is really playing up the board and the bK is on h1! Now, assume that the board is set up correctly. If it is White's turn, then Black must have just moved. Neither the bR nor the bB could have just moved, so Black must have just moved a Pawn. Any Pawn move must have been a capture. The only possibilities are axb2, fxe5, and fxg2. The answer can be found by examining the Pawn structure around the bK. With White playing up the board, this is an ordinary structure. But with Black playing up the board (and having only made one capture), this

structure is difficult to arrange. In fact, the only way to arrange this structure is for Black to have captured White's h-Pawn and then to have run his own Pawn to h2 so that White could capture gxh3 and Black could move his g-Pawn to g2. Could the White h-Pawn have captured off of the h-file and promoted, to be captured elsewhere? White has made seven captures and at least one is required to play gxh3. If the White h-Pawn captured off the file, then that leaves White with five captures and Black with one capture to arrange the Pawn structure to the left of the f-file. If Black has just captured, then this is impossible.

Similarly, if the White h-Pawn was captured on the h-file, then the position is legal, but Black cannot have just captured. It is clear that Black cannot have just played a capture and, since he cannot have played any other moves, Black cannot have just moved. Therefore, it is Black's turn, and all of Black's moves allow immediate mate: 1. ... Rxf1 2. Rxf1#, 1. ... Bf2+ 2. Nxf2#, 1. ... Bxg3 2. Nxg3#

R0046 (Plaksin) 16/2kq4/16/2q1Q3/1b3K2/6NQ, 5+4 (IC, Circe) **Cooked: one example is wNe4, wQg3f6d2, bKc5, bBc3, bQg5 (CCF)**

R0047 (Sphicas) [Tries in 11: 2.Nxb4 3.Ka5 4.Ba7 5.Kb6 7.a4 8.Ka5 10.Qa6 11.Bb6 axb4#, or 2.Nxb4 3.Bc6 4.Kb5 6.a4 7.Ka5 8.Bb5 11.Qa6 axb4#, or 2.Nxb4 3.Bc6 5.Kc5 6.Bb5 8.Qc6 9.Rd5 11.Rfd6 axb4#] In the diagram b2xa3 is illegal due to piece/capture count. Later, when b4 is removed, this b2xb3 move becomes a legal last move. The four legal last moves in the diagram are a2-a3, b2-b4, Kb2-c3, and g4xh5. Three of those are eliminated by the first two moves. **Solution:** 1.Qg4 2.Ra2 (not ready yet for e.p. -- two moves, Kc2-c3 or Kd2-c3, previously illegal, are now legal, both preceded by black promotion) 3.dRd2 (now only b2-b4 is left) 4.c4xb3 e.p. (now b2xa3 last W move, legal!) 5.Ka5 (5.b2? leaves White no legal last move) 6.b2 (last W move Kb3-c3) 7.b1B 9.Ba4 10.Qb4+ axb4#

P0060 (Hashimoto) 1.b4 g5 2.Bb2 Bh6 3.Bf6 exf6 4.h4 f5 5.Rh3 Nf6 6.Rc3 O-O 7.Rc6 dxc6 8.e3 Qd6 9.Bb5 cxb5 10.e3 c5 11.Nd5 Nc6 12.Nc7 Rb8 13.Na6 bxa6 *Nice and ... (surprise, surprise) easy (IT), interesting route of white knight, white can obtain its position in 11 moves, but coordination with black requires more (AB), Attractive figurative PG well-composed (CCF)*

P0061 (Kirtley) 1.e4 a5 2.Bc4 a4 3.Bb3 axb3 4.f4 bxa2 5.f5 axb1N 6.Ra6 Nxd2 7.Rg6 e6 8.f6 Be7 9.fxe7 Nf6 10.h3 Rf8 11.exf8B Nb3 12.Be7 Nxc1 13.Bxd8 Kxd8 14.Qxc1--and--...5..axb1Q...11.exf8R+ Ke7 12.Rxd8 Qxd2+ 13.Qxd2 Kxd8 14.Qc1 **Stipulation Error: PG in 13.5, not 15.5. Cooked by Peter van den Heuvel: 1.e4 a5 2.Bc4 a4 3.Bb3 axb3 4.f4 bxa2 5.f5 axb1N 6.Ra6 Nxd2 7.Rg6 e6 8.f6 Be7(Qe7) 9.fxe7 Nf6 10.exd8R+(exf8R+) Ke7 11.Rxh8 Nb3 12.Rd8 Kxd8 13.h3 Nxc1 14.Qxc1**

P0062 (LeGleuher) 1.Nc3 h5 2.Ne4 h4 3.Ng3 hxg3 4.Nf3 gxh2 5.Rg1 hxg1B 6.d3 Bh2 7.Qd2 Bd6 8.Qf4 Bc5 9.Nd2 d6 10.Qxf7+ Kd7 11.Qxf8 Kc6 12.Qf6 Be6 13.Qc3 Bb3 14.axb3 Nd7 15.Ra4 Nf6 16.Rh4 Qd7 17.Rh1 Rh4 18.Nb1 Nh6 19.Bf4 Rh8 20.Kd2 Nfg8 *It is hard to solve this problem ... almost nothing is as it seems to be (IT), An excellent composition (CCF)*

P0063 (Caillaud) 1.f4 Nf6 2.f5 Nd5 3.f6 Nc6 4.fxe7 f5 5.exd8N Bd6 6.a4 Bg3+ 7.hxg3 f4 8.Rh5 f3 9.Rg5 h5 10.a5 h4 11.a6 h3 12.axb7 h2 13.bxa8N h1N 14.Nb7 Kf7 15.c4 Re8 16.Nc3 Re3 17.Ne4 Rc3 18.e3 f2+ 19.Ke2 Rc2 20.Qe1 fxe1N 21.Nf3 Nxc2 *Beautiful diagram and very enjoyable (although far from easy) solution (IT), Another excellent Caillaud PG showing all of his usual skill (CCF)*

P0064 (Caillaud) 1.g4 c5 2.g5 c4 3.g6 c3 4.gxh7 g5 5.h4 g4 6.h5 g3 7.Rh4 g2 8.Nh3 g1B 9.f4 Bd4 10.e3 cxb2 11.Ba6 bxa6 12.d3 Bb7 13.Nd2 Be4 14.Nf1 Bg6 15.f5 bxa1B 16.fxg6 f5 17.g7 f4 18.gxh8B f3 19.Be5 f2+ 20.Ke2 Kf7 21.Qe1fxe1B 22.h8B Bec3 23.Bhf6 Bg7 24.h6 Qf8 25.h7 Nh6 26.h8B Kg8 27.Bb2 *remarkable composing with many subtle moves. I was particularly impressed by the 2 static wPs on the h-file at one point during the solution (CCF)*



Self-Stalemates in K+Q vs. K+P by Retrograde Search

by Noam D. Elkies

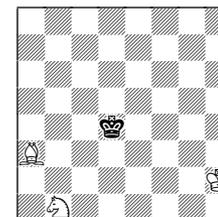
The analysis by exhaustive retrograde search of endgames with few men goes back at least to the 1980's, and continues today as computers of ever larger memory and speed can keep more potential positions in memory while the Web allows remote access to the resulting databases. Much the same approach can be used to list all sound problems with a given stipulation and material. But work along those lines has been much more sporadic: while the current frontier in endgame analysis comprises positions with a total of six pieces, or five pieces and a Pawn, there are still many discoveries to be made in Wenigsteiner problems. This may be due to the multiplicity of possible stipulations and fairy pieces, or to the fact that problems are a minority interest within the already small chess community. But even this minority includes enough expert programmers for a systematic investigation of problems with five or fewer men. I hope that the present article, reporting on results in one small corner of this domain, will encourage problemists with more time and programming expertise than I have to further pursue such investigations. Most of the work described here was done several years ago, and some of it was the topic of a short talk at the 1996 PCCC Congress in Tel Aviv.

The basic idea of exhaustive retrograde search is familiar, and already used by human and some computer solvers of chess problems and occasionally by human composers. For example, consider directmates with K+B+N vs. K. We start by listing all positions with this or smaller material in which Black is already checkmated. From each of these, retract a white move in all possible ways; this yields all #1's. A #1 is sound if White's mating move is unique. Now retract a black move from each #1 to obtain all #1½'s. A #1½ is sound if at least one of Black's moves yields a sound #1. This is the more permissive definition, used for instance in J. Morse's "Chess Problems: Tasks and Records" (London: Faber and Faber, 1995). Strict soundness requires that each of Black's legal moves is answered by a unique response. For instance, the position wKb5 wQh5 bKb8 is a sound #2

(1.Kb6 Kc8 2.Qe8#), but not by the strict definition (1... Ka8 2.Qe8/Qh8# dual).

We proceed in the same way. Retract a white move from each #1½; if the resulting position is not already a #1 then it is a #2, which is sound if White has a unique move to reach #1½ and the #1½ is sound. Retract a black move from each #2; if in the resulting position, each black move reaches #2 or #1 then it is a #2½, which is sound if at least one black move (or every black move to #2, for strict soundness) yields a sound #2. Keep iterating: a position with White to move is #n if White can move to #n-½ but no fewer; and it is sound if that move is unique and yields a sound #n-½. A position with Black to move is #n+½ if all of Black's moves are to #n or fewer, and at least one is to #n; it is sound if at least one of those moves is to a sound #n, and strictly sound if each move to #n yields a strictly sound #n. Continue doing this for n=2,3,4,... until no new positions are reached. In any remaining position, White has no forced win, in no matter how many moves. We thus have a list of all positions in which White can force mate, and a sub-list of all positions that are sound directmate problems. We can then search for problems of particular interest, such as twins with the same length but different play, or the longest sound problem with this material. For instance, with K+B+N vs. K the maximum length is #31, as reported by B. Walter (**Diagram A**)

(A) B. Walter
Die Schwalbe 1990

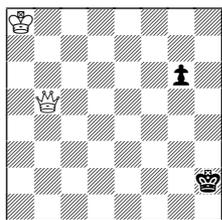


#31 1.Kg3! (3+1)

The algorithm readily adapts to other genres. For selfmates or self-stalemates, the target positions are different, but once we establish what constitutes a S#1 or S=1 then

the same recursion produces all S#n and S=n problems. For help play, do for Black retractions the same as for White; for series problems, retract one side consecutively. Walter's #31 appears in Chapter 17 ("Length Records") of Morse's book. My interest in such computations was rekindled by another diagram from this chapter, a self-stalemate in 17 again using only four men (**Diagram B**)

(B) T. Szebenyi & G. P. Sphicas
Ideal-Mate Review 1990



S=17 (2+2)

Solution: 1.Qg5! Kh3 2.Kb7... 6.Kf3 Kh2 7.Qg3+ Kh1 8.Kf2 g5 9.Qg4 Kh2 10.Qg1+ Kh3 11.Qh1+ Kg4 12.Qf3+ Kh4 13.Kg2 g4 14.Qf5 g3 15.Kg1 g2 16.Qg6 g3 17.Qg3+ Kxg3 =!

Many task lengths hold little independent interest, with monotonous and/or brutal play; the opposite danger of incomprehensibility arises in computer discoveries such as Walter's #31, concerning which Morse's comment "the logic is by no means obvious to the human eye" is rather an understatement. Not so the Szebenyi-Sphicas. While it is "by no means obvious to the human eye" that there is no other solution, it is at least quite clear that the solution meets the stipulation -- and quite attractively, too.

With only four men on the board, the position is easily susceptible to computer analysis. Counting all Pawn promotions, there are some 80 million reachable positions, a count which doubles since each diagram can arise with either White or Black to play; but in fact we need not consider promotions, since if allowed to promote Black can never be forced to stalemate White. This reduces the position count to about 24 million. We save a further factor of 8 because for all practical purposes the Pawn can never leave its file; barring promotion, the only way to change file is by

capturing White's Queen, but then White has failed unless the capture produces immediate stalemate. Since we may thus analyze each file separately, we need only handle about 3 million positions at once -- still well beyond human capacity, but easily accommodated by even a modest computer's memory.

Even without the computer one sees that K+Q vs. K+P self-stalemates have another nice feature: each file that allows a stalemate to be forced at all (i.e. every file but the two central ones) has a unique final position. On the Queenside, we have wKa1(b1,a1) wQb3 bKa3 Pa2(b2,c2). This lets us quickly find by hand all short self-stalemates with our material, and the sound ones among them. We then test our hand-generated list against the computer's, to "debug" our program when the lists disagree and then to gain confidence in our results when the lists at last match exactly.

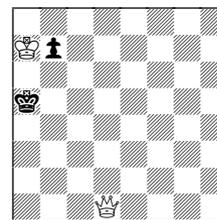
The next step was to ask the computer about **Diagram B**. It came back with our first surprise: the position is indeed sound, but only in the weaker sense -- there are full-length variations with duals! Pressed for details, the computer produces 1...Kh1(?) 2.Qg3 g5 3.Qg4 Kh2 4.Kb7[Ka7] ... 9.Kf2 Kh2 10.Qg1+ etc. as in the main line, this time with a non-unique wK's route; likewise 3...Kh1(?) and 5...Kh1(?). In fact, the computer finds no KQkp self-stalemate of that length in which all full-length variations are dual-free; the maximum length is 16, achieved by fifteen paired positions, all with a b-Pawn or g-Pawn. For example: wKh6 wQe4 bKa2 bPb6; S=16 by 1.Qb4! Ka1 2.Kg5 Ka2 3.Kf4 Ka1 4.Ke3 Ka2 5.Kd2 Ka1 6.Qa3+ Kb1 7.Qc1+ Ka2 8.Kc2 b5 9.Qb1+ Ka3 10.Qa1+ etc. as in the mirror image of Szebenyi-Sphicas. This is the only full-length variation, since if Black plays ...b5 earlier then 6.K~ Ka1 7.Kc2 Ka2 8.Qb1+ reaches the same conclusion a move earlier.

Of the other fourteen maximal positions, ten are trivial variations obtained by moving Qe4 to one of the other legal squares other than b5,b6 from which it can play 1.Qb4. The remaining four constitute a different family: wKc5(e5) wQb1(b2) bKa4 bPb6. Again there is only one full-length variation: 1.Kd4 b5 2.Qa2+ Kb4 3.Qf7 Ka5 4.Qc7+ Ka4(Kb4) 5.Kd3 Ka3(Kb3) 6.Qc3+

Ka2 7.Qb4 Ka1 8.Kc2 Ka2 9.Qb1+ and we're back in familiar territory; but the analysis is more complicated. For instance, 6...Ka4? 7.Kc2 b4 8.Qc5 Ka3 (8...b3+? 9.Kb1 b2 10.Qb6 Ka3 11.Qb3+) 9.Kb1 and now 9... Ka4 10.Kb2(a2) b3(+) 11.Kb1 b2 12.Qb6 Ka3 13.Qb3+ or 9...Kb3 10.Qc6 Ka3 11.Qc2 b3 12.Qc4 b2 13.Qb3+.

With a c-Pawn or f-Pawn, the longest strictly sound self-stalemates are S=13. For example, see **Q0037** in the Stalemates section. This is the one among the ten S=13's that extends to the only strictly sound S=13½, by prepending 0...Ka1-b1. For the record, the longest strictly sound self-stalemates with an a-Pawn or h-Pawn are S=11 (31 paired positions). What of the longest self-stalemates that are sound under the usual, more permissive definition? Here came another surprise. There are six S=16's with an a-Pawn, and five S=17's with a c-Pawn -- same length as Szebenyi-Sphicas with a b-Pawn. But the b-Pawn positions include fourteen S=22's, fully five moves longer than the previous record. (The computer output actually lists fifteen S=22's, but one of them is the illegal position: wKa6 wQa7 bKa4 bPb7, with White in impossible check.) The main lines of all the S=22's converge in a few moves; a typical example is **Diagram C**.

(C) Noam Elkies original



S=22 (2+2)

Solution: 1.Qd2+! Kb5 2.Qd5+ Kb4 3.Kb6 Kc3 4.Qd1 Kc4[Kb2] 5.Qd2(+) Kb3 [Ka3,Kb1] 6.Kc5 b5 [Ka4] 7.Kd4 b4[Ka3,Ka4] 8.Kd3 Ka3[Ka4] 9.Kc2 Ka2 10.Kc1+ Ka1 11.Qd4+ Ka2 12.Qa7+ Kb3 13.Qf7+ Kc3 14.Qd5 b3 15.Kb1 Kb4 [b2] 16.Qc6 Ka5 [b2] 17.Qb7 b2 [Ka4] 18.Qb3 Ka6 19.Qb8 Ka5 20.Qb7 Ka4 21.Qb6 Ka3 22.Qb3+ Kxb3=

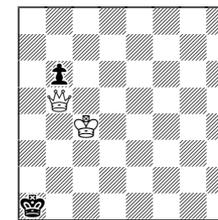
The line given, with the Black choice Kc4/Kb2 at move 4, is the only full-

length variation without duals; other bracketed variations are also of full length but allow White a choice of continuations. A simple example is 17...Ka4 18.Qb6 b2 19.Qb8[Qb3+!] Ka5 20.Qb7 etc. Two of the S=22's extend a further half-move: wKa7 wQc3 bKa4 bPb7 (0...Ka3-a4), and **Diagram C** (0...Ka4-a5).

The full analysis of any of the S=22's -- even ignoring Black moves that allow shorter but still nontrivial continuations -- involves literally hundreds of moves, and is thus "far from obvious to the human eye". There are few enough patterns that we can discern the principles of the play, if not the optimal move at each position. Even so, it is hard to claim the S=22's as an aesthetic achievement. It is well known (and observed by Morse and others) that task composition may uncover new artistic resources but may also subordinate artistic values to numerical goals; the S=22's (unlike the Szebenyi-Sphicas S=17) seem to fall squarely in the latter category.

Still, among the literally thousands of sound self-stalemates with this material there must be at least some that have artistic interest. One way to look for them is to list all twins of a given kind, such as pairs of self-stalemates of the same length that differ only in the location of the bP. One advantage of this kind of twinning is that the two parts must conclude differently, but with the same Qb3+ sacrifice. The best such pair I have found is the following (**Diagram D**).

(D) [Variantim c. 1996]



S=12 b) Pb6→c6 (2+2)

- a) 1.Kc3 Ka2 2. Qb3+ Ka1 3.Kc2 b5 4.Qb4 Ka2 5.Qb1+ Ka3 6.Qa1+ Kb4 7.Qc3+ Ka4 8.Kb2 b4 9.Qc5 b3 10.Kb1 b2 11.Qb6 Ka3 12.Qb3+ Kxb3=
- b) 1.Qc5 Kb2 2.Kb4 Ka2[Ka1] 3.Kc3 Kb1 4.Kb3 Ka1 5.Kc2 Ka2 6.Qc3 c5 7.Kc1 c4 8.Qa5+ Kb3 9.Kb1 c3 10.Qb5+ Ka3 11.Ka1 c2 12.Qb3+ Kxb3=

The conclusions are by now familiar; the only full-length alternative is 2...Ka1 in part B, to which White may also respond 3 Ka3. For the other pair of this maximal length, see **Q0036** in the Stalemates section.

Lastly we may completely drop the uniqueness constraint and simply ask: from which K+Q vs. K+P positions can Black be forced to stalemate White and how long can it take with best defense? Our final surprise is that the longest wins are over 60 moves on each non-central file: 61 on the b-file, 62 on the c-file, and as many as 69 on the a-file! The unique longest WTM position is wKa8 wQa3 bKb5 bPa7; retracting 0...Kc5(a5,a6)-b5 produces the three positions requiring 69½ moves. We refrain from listing the moves, but note that White keeps the black King away from the corner a8 while blocking the Pawn first with 11.Qa5

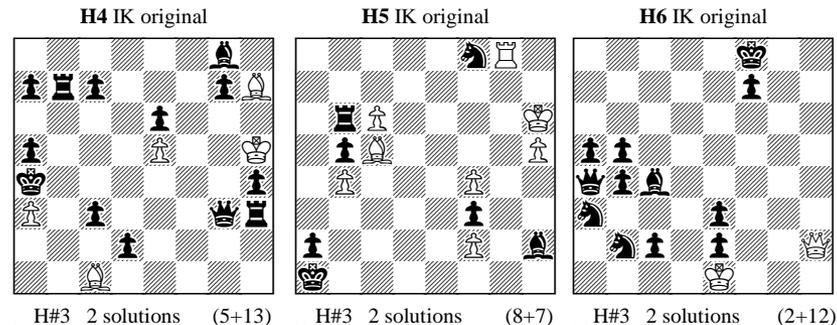
and then with 20.Ka5, and then chases the bK all the way to 25...Kh7, 35...Kh1 and 50...Ka1 before letting the Pawn advance further to set up the stalemate picture.

Since this procedure contains many duals, it cannot be the basis for a sound self-stalemate problem. It may still find use in the analysis of a S=n with more men where K+Q vs. K+P arises in a sideline. But wait - it is rather besides the point to judge that 69-move analysis on its "use" within the supremely useless domain of the self-stalemate; if the result is surprising or amusing, that's justification enough. Further such surprises, as well as dual-free length records and appealing miniature problems, will surely be found with other choices of stipulation and material. They await only your programming enterprise and computing power.

H1 I. 1.Rc3 f8Q 2.Qh5+ Qf7 3.Qe2 Qxh7#, II. 1.Be4 f8N 2.Qe5+ Ne6 3.Qc3 Nf4# The first in the series, combining N/Q promotions.

H2 I. 1.Reg6 Nd2 2.Qd1+ Nb3 3.Qg4 Nd4#, II. 1.Rgg6 Nde5 2.Qd4+ Nc4 3.Qf6 Ne3# Reversal of N/N function, with one self-pinning/mating and the other guarding.

H3 I. 1.Rd7 Ng3 2.Qe5+ Nf5 3.Qc7 Nd4#, II. 1.Rc7 Nf2 2.Qe2+ Ng4 3.Qg5 Ne5# Mates similar to **H2**, but all functions performed by one wN; maximum economy.



New Direction of Development: The Chernous Theme!

by Isaak Kavnatsky

The sequence of interference/self-pin, withdrawal/unpin, and mate by the formerly pinned White unit has been closely scrutinized in orthodox problems. This concept is well-known in helpmate twomovers, but relatively uncommon in three- and moremovers. The Ukrainian composer Vladimir Chernous (VC) recently began exploring the possibilities in this genre, along with friends Mykola Nahnybida (MN), Dan Meinking (DM) and I (IK).

The *Chernous Theme* involves a specific pattern using one thematic Black Line Piece (BLP) and one White Unit (WU): (1) BLP gives check; (2) WU self-pins by interference; (3) BLP withdraws to release the pin; (4) BLP self-blocks; (5) WU delivers mate. Criteria (1) can occur on Black's 1st or 2nd move; (3) and (4) may occur together or separately. The BLP may be pre-existing or promoted.

Examples H1 through H6 show the Chernous Theme combined with other varied strategies. All are H#3 with 2 solutions, and all mates are models. This is, as a matter of fact, a new direction in the development of this difficult but very interesting theme!

H4 I. 1.Rb1 Be4 2.d1B+ Bf3 3.Bb3 Bc6#, II. 1.Bf7+ Bg6 2.Be8 Bb2 3.Bb5 Bc2# Shut-off/blocks snuff the bR; self-pins at 1st/2nd moves; surprise promotion 2.d1B!

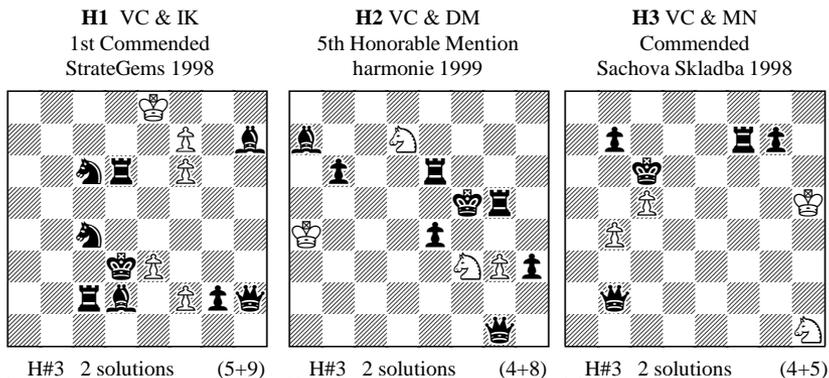
H5 I. 1.Bxf4+ Rg5 2.Bc1 Bd4+ 3.Bb2 Rg1#, II. 1.Rxc6+ Bd6 2.Rc1 Rg1 3.Rb1 Be5# Diagonal & orthogonal self-blocks with pin-mates. Dual-avoidance.

H6 I. 1.Qb3 Qxe2 2.Qc3+ Qd2 3.Qg7 Qd8#, II. 1.b3 Qe5 2.Qb4+ Qc3 3.Qe7 Qh8# Original matrix with four non-guarded squares, and without technical pieces.

Announcement: Isaak Kavnatsky 90th Jubilee Tourney (IK90JT)

We are pleased to announce a formal tourney in honor of Isaak Kavnatsky's 90th birthday on Jan 31st, 2001! The tourney will be judged by Mr. Kavnatsky, and requires H#3-n showing the *Chernous Theme*, as described in this article, with two or more lines of play. Twinning and duplex are allowed, but no variations or zero-positions. Entries to Dan Meinking must be received by October 1st, 2001.

Editor's note: See also Isaak's excellent **H0450** and **H0453** originals in this issue!



Yehuda Gringard Memorial Tourney

The Israel Chess Composition Society announces a composing tourney in memory of Dr. Yehuda Gringard (1912 - 2000), in one of his favorite fields of composing. For this tourney, orthodox helpmates in 2.5 (two and a half) moves are required. Theme is free. Judge: Thomas Maeder (Switzerland). The following prizes will be granted by the Gringard family: 1st Prize \$200, 2nd prize \$150, 3rd prize \$100, 4th prize \$50. Closing date: 10/31/2001 Entries should be sent by air mail to Dr. Gringard's son, acting as tourney director. Address: Nadav Gringard, Tenuat Hameri 2, IL-55286 Kiryat-Ono, Israel. (Please see example on left. Solution: I. 1...Ra8 2.Nb7 d8R 3.Kc7 Rac8#, II. 1...Ra5 2.Ne6 d8B 3.Nc6 Rd5#, III. 1...Rc1 2.Ndc6 d8N 3.Kc5 Nb7#, IV. 1...Rf1 2.Nf7 d8Q 3.Ke5 Qe7#).

No one would dare suggest Chris Feather is lacking in ideas. Well, no one except *him*, perhaps! The initials "CJF" have become synonymous with modern helpmate thinking. Fortunately for us, Chris' flair for creative thought extends to his writing as well.

In this latest epic, he queries: "What is the future of the Helpmate?"? But one need only ponder problem history to see what lies ahead in this genre: The combining of two or more themes, naturally! Such is the premise of this timely collection.

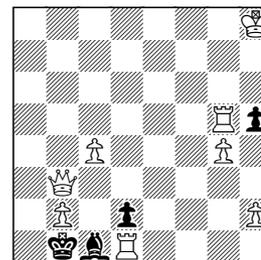
The author coins the term *TF-helpmates* (TF = The Future) to encompass those with "pairs of solutions showing distinct themes". This collaboration with his long-standing friend, Friedrich Chlubna, covers 165 classified examples by 106 composers. Parallel English and German text is provided throughout. And the Appendix features 25 of CJF's best TF-helpers, with color commentary by Hans Peter Rehm -- a doubly special treat.

If you're a help-adventurer like me, I can heartily recommend this book. Just strap on your seatbelt, and leave the navigating to Chris. And enjoy your journey... into *The Future!*

For a copy of "Helpmates of the Future???", inquiries to: f.chlubna@teleweb.at; or send \$25 (US) to: Friedrich Chlubna, Wilhelmstraße 37/4, A-1120 Wien, AUSTRIA. The price includes airmail and bank charges.

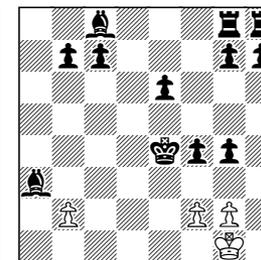
Each unit may play only to squares which are the same color as its square of origin. Thus, while the number of squares accessible to Bishops is unaffected, for Queens the number is cut in half, and for Rooks it is reduced to one-fourth, while Knights may never move at all! Except for an initial double-step, Pawns may advance only by capturing. En passant capturing is the only instance when capturer and capturee are on squares of different colors. Long-castling is forbidden, and Kings may square off next to each other without giving check!

MC1 G.F.Anderson
The Problemist 1978



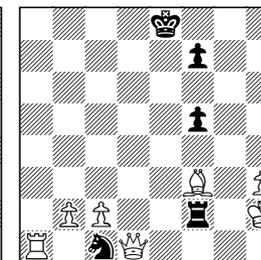
#4 Monochrome

MC2 G.Wicklund & R.J.Millour
Springaren 1997



H#14 Monochrome (4+12)

MC3 René J. Millour
2nd Prize, Problemeblad 1989



Monochr. Which pieces (7+5) necessarily made a switchback?

Problem #1 offers a comfortable introduction to the Monochrome condition: 1.Rh1! hxg4 2.h4! gxh3 e.p. 3.Rg1 Bxb2+ 4.Rg7# A strange Indian maneuver, with the black-square Rook interfering with the white-square Rook! The problem also has a mandatory e.p. capture and ends with cross-checks!

In Problem #2, the WpG is hardly in an advantageous position, but as this is the only White unit on a white square, it is the only candidate to give mate! Startling White and Black maneuvers are necessary to accomplish the goal. 1.Bc5 b4 2.Bd7 bxc5 3.b5 cxb6 e.p. 4.Ra8! bxc7 5.Rb8 cxb8Q! 6.Kd5! Qxf4 7.Rg8! Qf8! 8.Be8 f4 9.gxf3 e.p. g4 10.Bh5 gxh5 11.g5 hxg6 e.p. 12.Kc6 gxh7 13.Kd7 hxg8Q! 14.Ke8 Qxe6# Three e.p. captures and 2 excelsiors ending with Q promotion, the first interfering with the second to allow the BK access to e8!

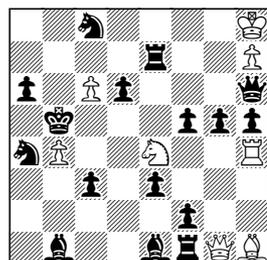
The Monochrome condition really comes into its own when used in retro problems. Problem #3 is surprising for its possibly unique stipulation! The last move Rd2xf2+ captured a white unit, which forces the en passant capture of the WPe by the BP which promoted to a N at c1. The 2 captures made by the Pf5 imply the promotion of the WPa which (the BBc having been captured by g2xh3) necessarily played a2-a4xPb5xPc6e.p.xPd7xRc/e8, the capture at home of the BP necessitating first Black's 0-0.

The Pf5 therefore came from h7. Promotion of the WPh was not possible because it had to capture, en passant, the bPh. Accordingly, it was the WPf itself which was just captured at f2, the BPe/g having promoted at c1 by capturing: WPh on f4 (after h2xg3xf4), WPe e.p., WPd at home (thus requiring also White first to play 0-0!) and Wbc at home (without ever having moved!)

After Black's 0-0, the King returned to e8 following a circuit of at least 11 moves, including 0-0 Kh7-g6-h5-g4-f3-e4-d5-c/e6-d7-e8, with g2xBh3+ necessarily occurring when the BK stood at g4!

Thus, with BP's g, f, e, and d and BBc all at home, the WQ and the WbF (the only units capable of capturing the BNg before Black's 0-0) could not be freed except by the opening of the e-file (by the en passant capture of the WPe, thus after the capture of the WPh on f4, and thus after h2xg3xf4. One also must not forget to effect the capture of the WNg before White's 0-0. Accordingly, we must have the following history: 1)WPhx(BB)g3 2)BQxWNg (via h2) 3)g3x(BQ)f4 4)BPe/gx(WP)f4 5)e2-e4 f4xe3 e.p. 6)exit of WQ and WbF.

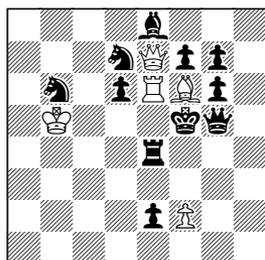
F.Pachl & M Manhart
2nd Prize
Die Schwalbe 1997



H#2 2 solutions (8+16)

- 1.Bxe4 Qg2 2.Bxc6 Qxc6#
- 1.Rxe4 Qg4 2.Rxb4 Qxb4#
- 1.Nab6 Qxf2 2.Bxf2 Nxc3#
- 1.Nbb6 Qxg5 2.Qxg5 Nxd6#

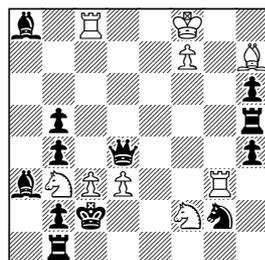
Jean-Marc Loustau
3rd Comm. Phénix 1992



H#2 4 solutions (5+11)

- 1.Rxe6 f3 2.Rxf6 Qe4#
- 1.Qxf6 f4 2.Qxe6 Qg5#
- 1.Re3 Rxe3 2.gxf6 Qe4#
- 1.Qh4 Bxh4 2.fxe6 Qg5#

Milan R. Vukcevic
1st Prize, USPB 1984



H#2 b) -bQd4 (9+12)
2 solutions each

- a) 1.Qxc3 Be4 2.Qc6 d4#
- 1.Qxd3 Rc5 2.Qf5 cxb4#
- b) 1.Be4 d4 2.Bf5 cxb4#
- 1.Rc5 cxb4 2.Rc6 d4#

Tourney Announcement

The following excerpt from "Helpmates of the Future??": "We are pleased to announce a tourney for TF-helpmates in 2 moves conforming with (or at least closely approaching) the above definition. Judge: Kjell Widlert. Entries should be sent to C.J. Feather, 10 Timwell Road, GB-Stamford PE9 2QQ, ENGLAND, to arrive by Nov. 30th, 2001." Award, including book prizes, to be published in *The Problemist* during 2002.



It was the WbF which captured the BNg. In fact, since the BQ and BBf were already captured (and WbC remained locked in, f8 was unoccupied and WQxBNg would have mated the Black King!!! Interposing the WK at f8 would not help, since the configuration BKe8-WKf8-WQg8-BRh8 can't be undone: WK unplayable without mating the BK, WQ immovable because of the pin, BK and BR unmovable because of the need to castle! Furthermore, the interposition on f8 of the WPd is prevented by the number of necessary captures by the WPh.

The chronology continues: 7) White 0-0 and, e3xd2xc1=N being playable, the WRh can exit via d1 without switchback on h1! 8) h7x(WQ)g6x(WR)f5 9) WBxBNg (via h5, g6, h7) 10) Black 0-0 11) promotion of WPa to Q thanks to the capture of the BRh (being a promoted P, the Q now on d1 is a trap = no switchback on d1 by the original Q!). To reach g8 and then f3, **the WbF necessarily passed twice through h7, g6, and h5!**

The WP's b, c, d, and f did not move, the WP's g and h captured, the WPe was captured e.p.. Only the WPa, then the WRa, were playable by White in the beginning of the game. **The WRa therefore left a1 and returned!**

We must remember that only the BBc could capture the WNb, passing and re-passing through a2; that only the WK, after 0-0, could capture the BNb, with a switchback to g3 and h2; and finally, as we have seen, the BQ captured the WNg, passing and re-passing through h2.

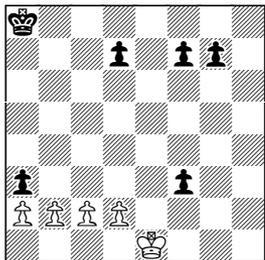
In sum, **6 pieces have performed switchbacks: WK** (g3 and h2), **WRa** (a1), **WbF** (h7, g6, h5), **BK** (e8), **BQ** (h2), and **BBc** (a2).

The castlings, especially by White, are not apparent. The chronology of events is striking, particularly in determining which, of the WQ or WB, captured the BNg. And of the WR or WQ, which returned at the beginning: one, the other, or both? One must find the answer among the very first moves of the game!

In Problem #4, there are only K's and P's! To make the WNb disappear required promotion by b7-b5xc4xd3xe2xd/f1Q/R, the 4 capturees being WQ, WRh, WbF, and WPe. The WPg could not have been captured by the BPb because it could not promote, having only the BRa, BBf and BNg available as potential capturees. Furthermore, the WPe was captured as a pawn on e2, d3, or c4. The BPh reached f3 by capturing the WPg on g4, and the WPf e.p.!

The WbC never moved and the Pa3 therefore captured on b4 the promotee resulting from the promotion of the WPh, then the WRa on a3. The sequence h2-h4xg5xf6xPe7xBf8 would have required the capture on f6 of the BRh and the BK then could not exit by 0-0, the only method of freeing it. This explains why the path was h2xg3xf4xPe5xd6xPc7xBf8 with the capture of the BRh on d6 or f4, and the BQ and BBf on the other squares. Thus, the WPe having died on e2 or having had to take a victim on d2, the WPf having been captured e.p., the WPh having had to take a victim on g3, **the first move of the game must have been 1.g2-g4!**

MC4 René J. Millour
1st Prize, The Problemist 1989



Monochrome. Where (5+6) were Ra8 & Bf8 captured?

Therefore, having captured the WQ, WRh, WbF, and WPe, the BPb itself could only have been captured by the WPg which, in order to return to the same g4 to be captured by the BPh, **was required to continue to the point of promoting at g8**, capturing BRa, BBc, BNg, and BPb as a promotee! This means that the WPe was captured at home: there are no capturees left for e2xd3!

To be captured e.p., the WPf played after the WNb was captured by the promoted BPb, which occurred after the original BQ captured the WbC, which occurred after the WK played. From this we can conclude that the first move of the WK was 0-0! These things therefore necessarily occurred in the following order:

- 1) BQxWNg to allow 0-0,
- 2) WPhx(BB)g3 to allow Kg1-h2 and the exit of the WQ or the WRh, for capture by the BPb,
- 3) Promotion of the BPb, opening the e-file,
- 4) The original BQ, via e1 (not via g1 because of the indefensible check of the WKh2!), captures the WbC,
- 5) Capture of the WNb by the promoted BPb,

- 6) Capture of the BPb (which promoted to Q or R) by the WPg on its way to g8 (the WPg went through f5 and not h5 because, after WPh5xg6 and BPh7-h5, no Black piece can get to h7 to be taken because of the pieces occupying g8, g7, g6, and h5). The BN having been captured at g8, one realizes that the BRa was captured at g6: it could not reach f5 nor h7! The promotion permits BPhx(WPg as a promotee)g4xPf3e.p., permitting the return of the WK through f2 to e1!
- 7) Black 0-0. The BRh then can be captured on f4 or d6 by the WPh,
- 8) Promotion of the WPh on b8,
- 9) BPax(WPh as a promotee)b5x(WR)a3!

The BRa was captured on g6 and the WbF was captured on g3!

Here also one can determine the first move of the game! The excelsior of the WPg cannot be guessed at in the beginning, because it involves a very specific switchback: the P must play to g4 and capture but also it must return to that square to be captured! There is only one way to accomplish this: first promote!

Much remains to be investigated, with pure Monochrome chess and in combination with other conditions. An original in this issue, for example, combines Monochrome chess with the Alice condition (see SG5, pp. 37-39). Have fun!

Teenager's Solving Tourney

by Robert Clyde Moore

Any teenager (19 or younger) may enter this chess problem solving tourney sponsored by StrateGems.

To receive problems and instructions, send your name and address to the organizer: Robert Clyde Moore, 423 W. Delaware St., Tahlequah, OK 74464, USA.

The three most successful competitors will receive one year free subscription to StrateGems. The use of computer solving programs is not allowed and it would spoil all the solving fun.

We hope that this tourney will become a yearly event to interest new composers and widen the appeal of chess composition.

PLEASE REPRINT

Addendum to the Results of the 'Vukceovich 60JT'

by Dr. Milan R. Vukceovich:

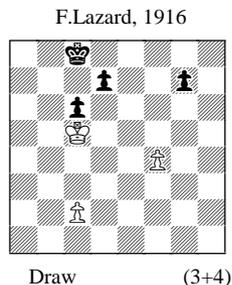
In the threemover section, I awarded the First Prize to an extraordinary problem by Volker Zipf. This modern epic in four variations can be seen in SG#11 on page 62. Unfortunately, two variations of this problem are anticipated by beautiful, but simpler problem, composed by M. Keller and T. Zirkwitz (W:Ka3 Ra4 B:d6,f1 N:b2,c5 P:b6,c4,d2,e6,f4. B:Kd4 R:a8,b8 Bg1 Nh4 P:a6,c6,g6). The thematic tries 1.Nd3 and 1.Bd3, and the threat after the key 1.Ka2! and the two variations 1...Rxb6 and 1...Nf3, predate Zipf's problem. On the other hand, Zipf introduces two connected thematic variations (1...Nh3 and 1...Nb7) which make a good problem into a great one. Note that even the simpler older piece got the First Prize in a major tournament, in *Freie Presse*, 1992.

This is the misfortune that befalls all of us when a geometrically demanding theme can be expressed in only few ways. Unfortunately, limitations of the chessboard cannot negate the rights to discovery. Therefore, I have to change the order of prizes in the threemover section: Salai and Klemencic, with another unforgettable piece, move from the Second to the First Prize, Kondratjuk and Gordian move from the Third to the Second Prize, Zirkwitz and Keller move to the Third Prize, and Zipf moves from the First Prize to the First Honorable Mention. All other problems retain their positions.

In 1997, Dover Publishing Company, published the second edition of *The Tactics of End-Games* (first published by Corvina Press, Budapest, 1972.) It was translated into English by Jenő Bán. This book has one of the most complete explanations of the tactics of end-games. It starts with the fundamental concepts of end-games and proceeds to explain some of the most popular themes. Each theme is illustrated with some of the most fascinating end-games ever composed. The names of the composers are a "Who's who" of end-games: B.Horwitz, L.I.Kubbel, F.J.Prokop, R.Retzi, H.Rinck, A.A.Troitsky-- to mention but a few.

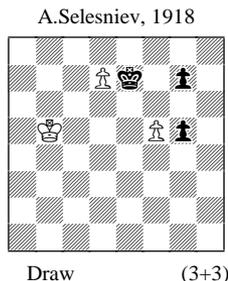
For this issue, I have picked one of the most popular themes in end-games: Stalemate. The stalemate is a special way of winding up the game. Some might even say it rarely occurs in practice, a misconception which should be dispelled at once. The fact that a match-game ending in a draw is seldom labeled with the word "stalemate," hardly means more than the equally rare occurrence of "mate" at the end of a game actually decided. Admittedly, the number of games terminating in actual stalemate is small, but in a high percentage of draws it is the possibility of stalemate, after all, that frustrates the victory of the stronger side. Here are some tactical means of achieving stalemate: (a) Forcing sacrifice of the mobile pieces; (b) "Walling in" of the mobile pieces by self-block or blockade; (c) Encircling one's own King by directing the opponents's pieces or by a royal march to the "stalemate nest."

In our first example, EG1, White seems lost but finds a hidden resource to force a draw.



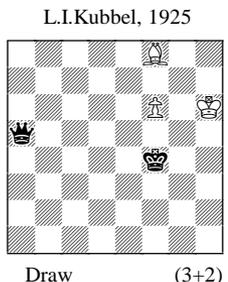
1.Kd6 Kd8 2.f5! Ke8 3.c3! Kd8 4.c4 Ke8 5.c5 Kd8 6.f6!! gx6=

In EG2, the white King cannot, even by the most accurate maneuvering, avoid Zugzwang and the eventual loss of its Pawns. But the stalemate nest on h5 offers an escape.



1.Kc6! Kd8 2.Kd5! Kxd7 3.Ke4! Kd6! 4.Kf3 Ke5 5.Kg4 Kf6 6.Kh5!! Kxf5=

In EG03, our first impression is that this is a typical instance of the *bP on the seventh rank securing a draw* against the Queen. We are not far out, but an ordinary approach to the desired goal would be cause for disappointment. 1.Pf7? would not do because the continuation 1...Qg5+ 2.Kh7 Kf5 3.Bg7 Qg6+ 4.Kg8 Qe6 is a sure win for Black. The solution: 1.Bd6+! Kf5! 2.f7 Qd2+ 3.Kh7! Qxd6 4.f8Q+ Qxf8= A truth worth remembering: even the simplest positions often hide a surprise!



For the end-game enthusiasts, the Dutch publication *End-Games* provides a variety of problems. To subscribe write to: Harold Van der Heijden, Michel de Klerkstraat 28, 7425 DG Deventer, Holland

Regarding George P. Sphicas article: *Record Rook Promotions in Series Helpstalemates*, which appeared in SG12, a reader, Mr. Henrik Juel, writes: "In SG12 p. 234, George asks for info on problem (A). I checked my old copies of *Stella Polaris*, and found that it was awarded 1st prize by the judge Jan Mortensen, the award appearing in 1972".

In the same letter, Mr. Juel reports: "In your interesting article in the Supplement p. 19, problem (B) seems to have an illegal position: the bR's cannot both be original, because bRh8 never escaped its corner, and none of them can be promoted, because all 8 bPs are present. Maybe this is one of the problems, for which Blathy himself acknowledged illegality. Moving bPh6 to h5 makes it legal, but lowers the solution length".

Solution to Blathy's problem, from SG12 supplement: 1.Rd1 Bg7 2.Rb1 Pf3 3.Rd1 Bh6 4.Rh1 Pf2 5.Rb1 Bg7 6.Rf1 Bh6 7.Rh1 Pd4 and now the same three-move maneuver is repeated, 10.-- Pd3 13.--Pd2 16.--Pb5 19.--Pb4 22.--Pb3 25.--Pb6 28.--Pb5 31.-- Pb4 34.-- Pb1 37.--Pb2 40.--Pb3 43.--Pb1 46.--Pb2 49.--Pd5 52.--Pd4 55.--Pd3 58.--Pd1 61.--Pd2 64.--Pd6 67.--Pd5 70.--Pd4 73.--Pd3 76.--Pd1 79.--Pd2 80.Rb1 Bg7 81.Rf1 Bf8 [A] 82.Kxf8 Kg6 83.Ke7 Kg7 84.Ke6 Kg6 [84...Kf8 85.Rxf2 Ke8 86.Rh2 Kf8 87.Kf6 Ke8 88.Rxe2] 85.Ke5 Kg7 86.Ke4 Kg6 [86...Kf6 87.Rxf2 Ke7 88.Rf1 Ke6 89.Kd3, 90.Kxd2 and 105.#], 87.Ke3 Kg7 [87...Kf6 88.Rxf2, 89.Rf1, 90.Kxd2 Ke4 91.Kc2], 88.Kxd2 Kf6 89.Rxf2 Ke5 90.Kc2 Ke4 92.Kxb2 and 105.#. [A] 81...Bh6 82.Rh1 Pf1 [82...Pb1 83.Rxb1 Bg7 84.Rf1 Bf8 85.Kxf8 Kg6 86.Kg8] 83.Rxf1 Bg7 84.Rd1 Bf8 [84...Bh6 85.Rh1 Pd1 86.Rxd1 Bf8 87.Kxf8 Kg6 88.Rf1 Pb1 89.Rxb1 Kf6 90.Re1, 91.Rf1, 92.Kf7, 93.#], 85.Kxf8 Kg6 86.Rf1 Pb1 87.Rxb1 Kf6 88.Rd1 Ke5 89.Rxd2 Kf4 90.Rd4 Ke5 91.Ra4 Kd5 92.Kf7 and 104.#

Solution to C.Narayanan's 5th HM (SG12, 1999 #2 Award) was incomplete. The full solution: Set: 1...Ng3 2.Qd1#; Tries: 1.Nxc4? (2.Bg6#) Nxc4!, 1.Nc6? (2.Bg6#) dxc6!, 1.Nxd7? (2.Bg6#) Nxd7!, 1.Nd3? (2.Bg6#), 1...Bxf6 2.Ndb4#, but 1...Ng3!, 1.Nf3? (2.Bg6#), 1...Ng3 2.Nxe3#, but 1...Bh3!; **1.Ng4!** (2.Bg6#), 1...Be4 2.Be6#, 1...Bxf6 2.Nxf6#, 1...Rg5 2.Qf7 #, 1...Rh7 2.Bxh7#, 1...Bd6 2.Rxd6#, 1...Ng3 2.Ngxe3#

Saving the masterpiece, Rauf Aliovsadzade sends this letter: "The selection of famous end-game by G.Barbier and F.Saavedra (*Glasgow Weekly Citizen*, 1895) as a Millennium study is not the right choice. It is amazing that no one has noticed a dual in 105 years! After: 1.c7 Rd6+ 2.Kb5 Rd5+ 3.Kb4 Rd4+ there is another way to win: **4.Kc3!** (a dual!) 4...Rd1 5.Kc2 Rd4 6.c8R! and so on. To save the masterpiece, here is the starting position: wKb3 Pd6, bKa1 Rd4. 1.c7 Rd3+ 2.Kc2 Rd4 3.c8R! Ra4 4.Kb3!. The solution is shorter, but the idea has been kept intact. The well-known end-game composer, Abram Gurvitch, once said: "There are no sound end-games, there are only still-unrefuted ones".



Recent Tourney Winners by Mike Prcic

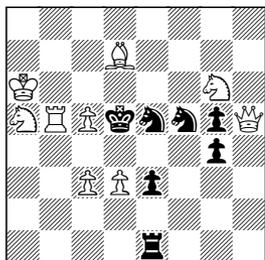
The comments and solutions here were obtained from the magazines which originally published the awards.

No.1 Gerhard Maleika, 1st Prize, *Die Schwalbe* 1998 (Qa2#=A, Qg2#=-B, c6#=-C); 1.Qh2? (2.Qxe5#), 1...Nf7 2.A/B/C, 1...Nc6 2.A/B, 1...Nc4 2.B/C, 1...Nf3 2.A/C, 1...Nxd7 2.A, 1...Nxd3 2.B, 1...Nxc6 2.C, but 1...g3!; (Qa8#=A, Qg8#=-B, c4#=-C); **1.Qh8!** (2.Qxe5#), 1...Nf3 2.A/B/C, 1...Nc4 2.A/B, 1...Nc6 2.B/C, 1...Nf7 2.A/C, 1...Nxd3 2.A, 1...Nxd7 2.B, 1...Nxc6 2.C

No.2 Vasyil Dyachuk, 1st Prize, *Phénix* 1...Qb3+ 2.Nxb3#, 1...Qc4+ 2.Nxc4#, 1.d5? (2.Nb3/Nc4#) Ba2!, 1.Nf7? (2.Qf4#), 1...Rxc2 2.Nb3#, 1...Rxc5+ 2.dxc5#, 1...Re5 2.dxe5# 1...Rg4 2.Nb3#, 1...Rf5!; **1.Ne6!** (2.Qb4#), 1...Rxe5+ 2.dxe5#, 1...Rxc2 2.Nc4#

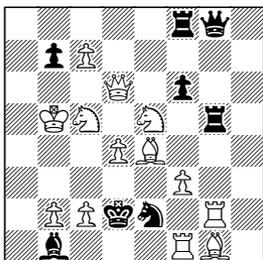
No.3 Peter Gvozdjak, 1st Prize, *Lachne Theme Ty. 50* 1.Nd7? (2.Qh7/Rd4#), 1...Qxd7/Qc4/Nxd7/Nc4 2.Qd2/Re5/Qh7/Rd4#, 1...f2!; **1.Nec4!** (2.Rd4/Qc2#), 1...Qd7/Qxc4/Nd7/Nxc4 2.Re5/Qh7/Rd4/Qc2#

No.1 Gerhard Maleika
1st Prize
Die Schwalbe 1998



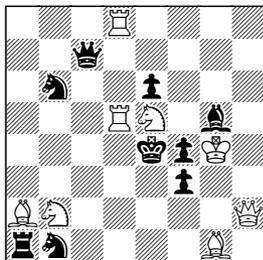
#2√ (9+7)

No.2 Vasyil Dyachuk
1st Prize
Phenix 1994



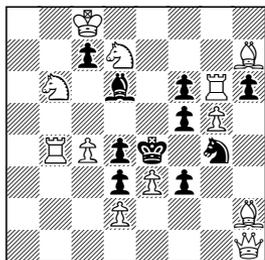
#2*√ (13+8)

No.3 Peter Gvozdzjak
1st Prize
Lachni Theme Ty. 50



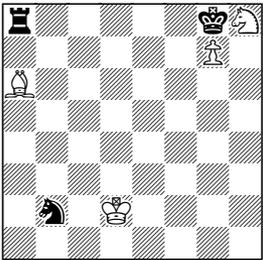
#2√ (8+9)

No.4 Marcel Seger
1st Prize e.a.
Romanian Fed. Cup 1999



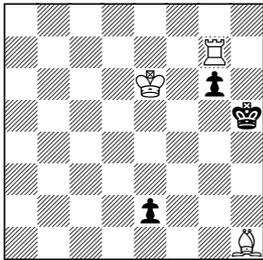
#2√ (12+10)

No.5 Marc Lavaud
Prize
The Problemist 1994-95



Draw (4+3)

No.6 Aleksandr Manyahin
1st Prize
Topko-60JT



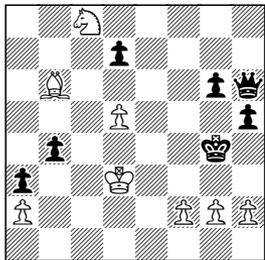
Win (3+3)

No.4 Marcel Segers, 1st Prize e.a., Romanian Fed. Cup 1999 1...dxe3 a/f4 b/Be5 c/Nxe3 d.c2c5 A/Rxf6 B/Nc5 C/Nxf6# D: 1.c5? A (2.Rxd4) Be5! c, 1.Rxf6? B (2.Bxf5#) Nxe3! d; 1.Qa1! (2.Qxd4#), 1...f2 2.Qh1#

No.5 Marc Lavaud, Prize, The Problemist 1994-95 1.Bb7 Rd8+ 2.Kc2 Kxg7 3.Ng6 Rb8 4.Be4 Rb4 5.Bd5 Kxg6 6.Kc3 Rb6 7.Bb3 Nd3 8.Bc2 draws.

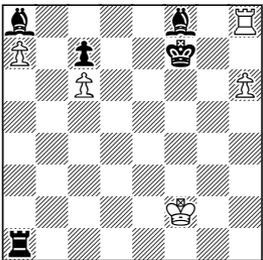
No.6 Aleksandr Manyahin, 1st Prize, Topko-60JT 1.Bf3+ Kh6 2.Kf7! e1Q 3.Rxg6+ Kh7 4.Rg5! Qh4 (4...Qe3 5.Rh5+ Qh6 6.Be4+ Kh8 7.Rxh6#) 5.Be4+ Kh6 6.Rg6+ Kh7 7.Rg4+ Kh6 8.Rxh4+ wins.

No.7 Igor Yarmonov
1st Pr., Chervoni Girmik-75JT



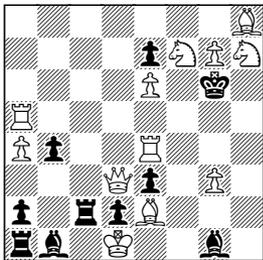
Win (8+7)

No.8 Yuri Bazlov
1st Prize
Uralski Problemist 1999



Draw (5+5)

No.9 Petko A. Petkov
1st Prize e.a.
Springaren 1997



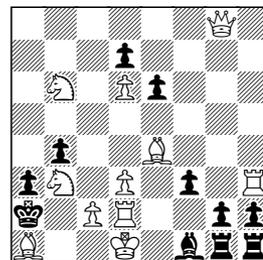
S#4 (12+10)

No.7 Igor Yarmonov, 1st Prize, Chervoni Girmik-75JT 1.h3+! Kf5 (1...Kh4 2.Bd8+ g5 3.Bc7! Qa6+ 4.Ke3 ~ 5.Bg3#) 2.Ne7+ Ke5 3.Bc7+ d6 4.Bb6! Qh7 5.Bd4+ Kf4 6.Be3+ Ke5 7.Bg5 ~ 8.f4 wins; 4...g5 5.Bd4+ Kf4 6.Be3+ Ke5 7.f4+ gxf4 8.Bd4 wins.

No.8 Yuri Bazlov, 1st Prize, Uralski Problemist 1999 1.Rh7+ Kg8 (1...Kg6 2.Rxc7 Ra6! 3.h7! Bg7 4.Rc8 Bxc6 5.h8Q draws) 2.Rxc7 Bc5+ 3.Ke2! Rxa7 4.h7+! (tempo) Kh8 5.Rc8+ Kxh7 6.c7 Bb7 7.Rd8! Ba6+ 8.Ke1 Rxc7 9.Rd7+ Rxd7 stalemate!

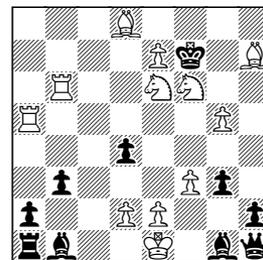
No.9 Petko A. Petkov, 1st Prize e.a., Springaren 1997 1.Ra7! (2.Rg4+ Kh5 3.Ra5+ Rc5 4.Qg6+ Bxg6#), 1...Kxh7 2.Rh4+ Kg8 3.Ra8+! Rc8 4.Qh7+ Bxh7#, 1...Kf5 2.Rf4+ Kxe6 3.Ra6+! Rc6 4.Qf5+ Bxf5#

No.10 Y. Retter & U. Avner
1st Prize e.a.
Springaren 1997



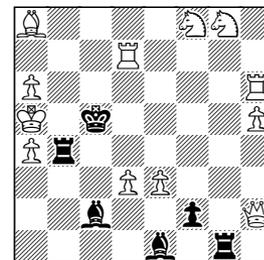
S#3 (11+11)

No.11 V. Surkov
1st Prize e.a.
Springaren 1998



S#3 (12+10)

No.12 A. Selivanov & V. Kirilov, 1st Prize e.a.
Springaren 1998



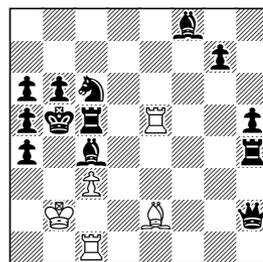
S#4 (12+6)

No.10 Y. Retter & U. Avner, 1st Prize e.a., Springaren 1997 Set: 1...e5 2.c3+ Kb1 3.d4+ Bd3#, 1...f2 2.c4+ Kb1 3.d4+ Bd3#; 1.d4! (zz), 1...e5 2.c4+ (c3+?) Kxb3 3.c5+ Bc4#, 1...f2 2.c3+ (c4+?) Kxb3 3.c4+ Bd3#

No.11 V. Surkov, 1st Prize e.a., Springaren 1998 1.Rb7! (2.e8N+ Kxe6 3.Bf5+ Bxf5#), 1...d3 2.e8B+ Kxe6 3.Rb6+ Bxb6#, 1...Qxf3 2.e8R+ Qxb7 3.g6+ Bxg6#, 1...Kxe6 2.e8Q+ Kd6 3.Ne4+ Bxe4#

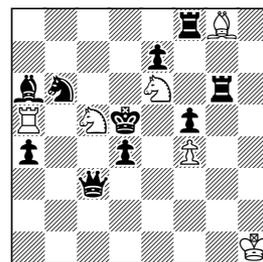
No.12 A. Selivanov & V. Kirilov, 1st Prize e.a., Springaren 1998 1.Re7! (2.Rc6+ Kd5 3.Rb6+ Kc5 4.Rb5+ Rxb5#), 1...Rg6 2.Re5+ Kd6 3.Re4+ Kc5 4.Rc4+ Rxc4#, 1...Rg3 2.Ne6+ Kd6 3.Ng5+ Kc5 4.Ne4+ Rxe4#

No.13 Živko Janevski
1st Place
Phenix 1996



H#2 2 solutions (5+13)

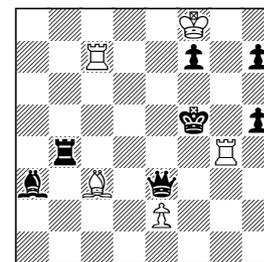
No.14 A. Stepochkin
1st Prize
E. Birnov Memorial



H#2 (6+10)

b) Pf5 →c4 c) Pf4 →e5
d)=c) & Pe7→c6

No.15 Živko Janevski
1st Place
Orbit 1999



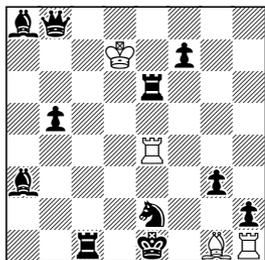
H#2 4 solutions (5+7)

No.13 Živko Janevski, 1st Prize, Phénix 1996 I. 1.Bxe2 Ka3 2.Bg4 c4#; II. 1.Rxe5 Rd1 2.Re7 Rd5#

No.14 A. Stepochnik, 1st Prize, E. Birnov Memorial a) 1.Qxc5 Rxa4 2.Qc6 Rxd4#; b) 1.Rxe6 Bh7 2.Rd6 Be4#; c) 1.Rf7 Nd7+ 2.Kxe6 Nf8#; d) 1.Bb5 Nc7+ 2.Kxc5 Na6#

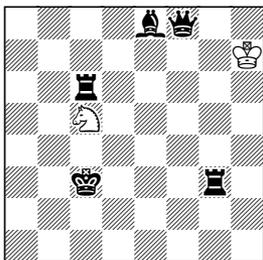
No.15 Živko Janevski, 1st Prize, Orbit 1999 I. 1.Qd4 Ke7 2.Ke5 Rc5#, II. 1.Qe5 e4+ 2.Kf6 Rc5#, III. 1.Qf4 Rc5+ 2.Ke4 Re5#, IV. 1.Qg5 Rxf7+ 2.Kg6 Rf6#

No.16 Christer Jonsson
1st Prize e.a.
harmonie 1998



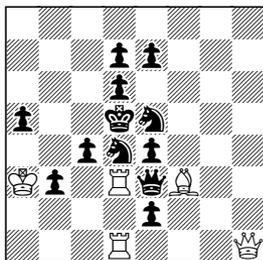
H#2 4 solutions (4+11)

No.17 Marcel Tribowski
1st Prize e.a.
harmonie 1998



H#6½* (2+5)

No.18 J.M.Kapros
Prize
Best Problems 1998-99



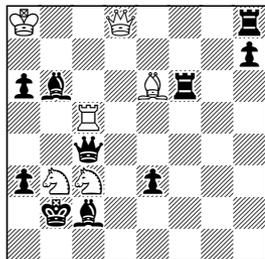
H#2 b) Pd6→f5 (5+12)

No.16 Christer Jonsson, 1st Prize e.a., harmonie 1998 I. 1.Rd6+ Ke7 2.Rd2+ Bc5#, II. 1.Qf4 Kd8 2.Qd2+ Bd4#, III. 1.Rcc6 Rxe2+ 2.Rxe2 Be3#, IV. 1.Bb4 Rf4 2.Bd2 Bf2#

No.17 Marcel Tribowski, 1st Prize e.a., harmonie 1998 1.Rd3 Nb3 2.Rc4 Nc1 3.Bc6 Kg6 4.Kd4 Kg5 5.Qc5+ Kf4 6.Bd5 Ne2#, 1...Ne6 2.Rc8 Ng5 3.Bb5 Kg6 4.Qb4 Kf5 5.Kc4 Ke4 6.Rc3 Nf3 7.Rc5 Nd2#

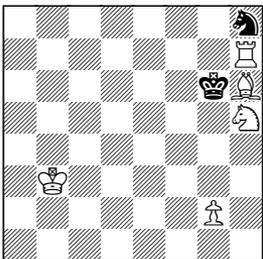
No.18 J.M.Kapros, Prize, Best Problems 1998-99 a) 1.Ke6 Rf1 2.exd3 Bd5#, b) 1.Kc5 Qh6 2.Ndx3 Rd5#

No.19 C.J.Feather
1st Prize
The Problemist 1997



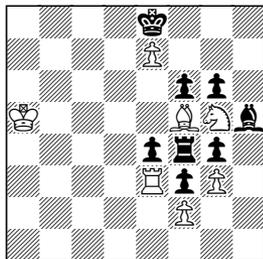
H#2 2 solutions (6+10)

No.20 Viktor Chepizhny
1st Prize
Uralski Problemist 1999



H#2 b) g2→e5 c) Nh8→f3 (5+2)

No.21 A.Ivunin & G.Chumakov
1st Prize
Uralski Problemist 1999



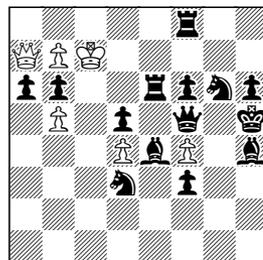
H#2** 2 solutions (7+8)

No.19 C.J.Feather, 1st Prize, The Problemist 1997 I. 1.Kxc3 Rc8 2.Qc5 Qd4#, II. 1.Kxb3 Bg8 2.Qe6 Qxb6#

No.20 Viktor Chepizhny, 1st Prize, Uralski Problemist 1999 a) 1.Nf7 g4 2.Nxh6 Rg7#, b) 1.Kxh7 e6 2.Kg8 Nf6#, c) 1.Kxh5 gxf3 2.Kh4 Bf4#

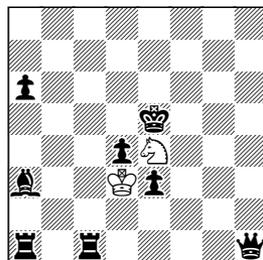
No.21 A.Ivunin & G.Chumakov, 1st Prize, Uralski Problemist 1999 Set: I. 1...Nxe4 2.g5 Nd6#, II. 1...Bxe4 2.f5 Bc6#, Play: I. 1.fxg5 Bxe4 2.Rf7 Bc6#, II. 1.gxf5 Nxe4 2.Bf7 Nf6#

No.22 I.Suvorov
1st Prize
Uralski Problemist 1999



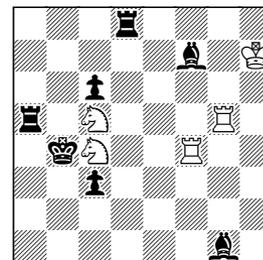
H#3 b) f3→b3 (6+14)

No.23 R.Hatyamov
1st Prize
Uralski Problemist 1999



H#5 (2+8)
b)a6→h2 c)Ba3→c5

No.24 Yuri Gorbatenko
1st Prize
Moscow Tourney '99



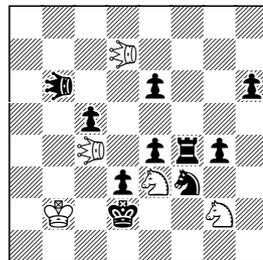
H#2 4 solutions (5+7)

No.22 I.Suvorov, 1st Prize, Uralski Problemist 1999 a) 1.Nc5! Qxa6 2.Bb1 Qa3 3.Qc2 Qxf3#, b) 1.Ne7! Qxb6 2.Qh7 Qc6 3.Bg6 Qe2#

No.23 R.Hatyamov, 1st Prize, Uralski Problemist 1999 a) 1.Kf4 Nf6 2.Kg3 Kxd4 3.Kh2 Kxe3 4.Rc3 Kf2 5.Rh3 Ng4#, b) 1.Rc8 Nc5 2.Kd6 Kc4 3.Kc7 Kb5 4.Kb8 Kb6 5.Qa8 Nd7#, c) 1.Kf4 Nc5 2.Kf3 Kxd4 3.Ke2 Na4 4.Kd1 Kd3 5.Qe1 Nb2#

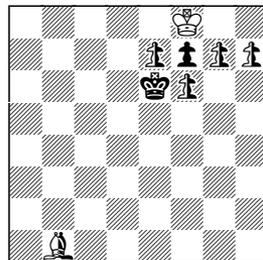
No.24 Yuri Gorbatenko, 1st Prize, Moscow Tourney '99 I. 1.Bxc4 Rf7 2.Kb5 Rb7#, II. 1.Bxc5 Rg1 2.Ra4 Rb1#, III. 1.Rd6 Ne5 2.Kxc5 Nd7#, IV. 1.Rd3 Ne4 2.Kxc4 Nd2#

No.25 Gerard Bouma
1st Prize
Probleemblad 153rdTT



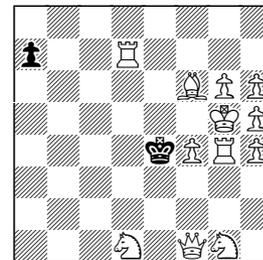
#8 Circe (5+10)
♞♞ Equihoppers

No.26 Michel Caillaud
1st Prize
Problem Paradise '98 (v)



ser.s#13 (1+2+5n)

No.27 J.M.Kapros & J.L.Lois
1st Prize
harmonie 1998



S#5 Andernach (12+2)

No.25 Gerard Bouma, 1st Prize, Probleemblad 153rdTT 1.Eh1! (2.Nf1#) Ng1 (1...Ne1? 2.Nf1+ Kd1 3.Nge3#) 2.Ef7 Rxf7(Ef8) 3.Ef6+ Rxf6(Ef8) 4.Ed4+ Exd4(Ed8) 5.Ef4+ Exf4(Ef8)+ 6.Exf4+(Ef1) Rxf4(Ef8)+ 7.Ed4+ cxd4(Ed8) 8.Exf4(Rh8)#

No.26 Michel Caillaud, 1st Prize, Problem Paradise 1998 (v) 1.e8nN 2.Nnd6 3.Nnx7 4.Nnd6 5.f7 6.g8nB 7.h8nQ 8.Qnh4 9.Kg7 10.Qnd8 11.Kh8 12.Nne8 13.fxe8nR++ Rnxg8#

No.27 J.Kapros & J.Lois, 1st Prize, harmonie 1998 1.Rd6? a6!, 1.Rd2? a5!, 1.Rd8! a6 2.Be7 a5 3.Qb5 a4 4.Qe8 a3 5.Bxa3(bB)+ Be7#, 1...a5 2.Qh3 a4 3.Rg2 a3 4.Qh1 a2 5.Rxa2(bR)+ Rg2#

