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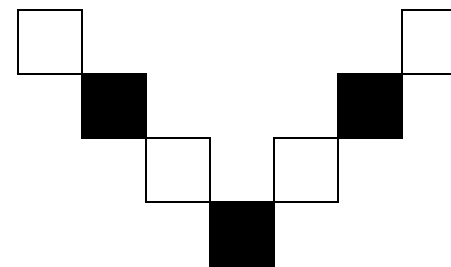
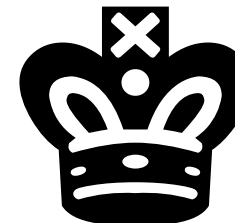
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## SUBSCRIPTION INFORMATION

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# StrateGems



Vol. 1

July/September 1998

No:3

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**U.S. CHESS PROBLEM MAGAZINE**

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## From the desk of the editor....

Dear Readers

The first thing you'll notice is the increase in size. We have gone from 32 pages up to 40 pages. This size will remain for the foreseeable future. The increase is mainly due to the larger number of original compositions and added solutions for SG1. So far we have received solutions from 15 solvers, Vladimir Gurvich topping the list with 262 points, second David Dana-Bashian with 258 points and third C.C. Frankiss with 252 points. We will provide a table with the names of all participants and their scores in each individual category in our January issue.

We are happy with the number of original compositions coming to our editors. And they are coming from all parts of the world. Perhaps our policy of publishing all worthy compositions in the shortest time possible has something to do with it. We hope to maintain this policy even at the expense of increasing the size of *StrateGems*.

I have received several articles for publishing as well as several requests for articles from solvers. We will be addressing these articles and requests as we go along. One request was for an article describing a step-by-step approach to composing chess problems. This seems very appropriate and we will look into it for the next issue. Any volunteers?

And now an issue important to all of us. There is a major controversy brewing in the ranks of FIDE members. It appears that some countries would like to see a World Champion of Chess Composition crowned, based on the number of compositions published in the FIDE Album. Some members, the U.S.A. included, are strongly against this. There is currently a campaign to rescue the FIDE Album headed by Bernd Ellinghoven and supported by a large number of well-known composers and activists. The feeling is that the Album will become a tool for obtaining the goal of "world champion", instead of being a depository of the best achievements in chess composition for the given time period. Add to this potential biases of judges to promote their own countrymen, and one can see problems with this approach. Some composers feel that an "official" world champion title may bring them more recognition in their country and thus perhaps more sponsorship money from the state. The coming FIDE World Congress of Chess Composition might be dominated by this one issue. Let's hope we can find some common ground and preserve the current status of our organization as well as the most cherished of all documents, the FIDE Album.

Our country has been fortunate over the years in having some first-rate composers of two-movers, Eric M. Hassberg being one of the best. While the two-mover was his forte, his contributions in the three-mover and other types of composition have been significant. Most of his composing was done in the 1940's, when his fertile imagination, his eagerness to break new ground, his constructional ingenuity, and his persistent energy combined to produce an impressive series of masterpieces, many of which stand as classics today. One conspicuous characteristic of most of his problems is thematic vigor, a force that has pervaded his work in such areas as pin-unpin combinations, dual avoidance, black correction, and change play.

Eric Manfred Hassberg, the son of a lawyer, was born in Vienna, Austria, on May 14, 1918. Having learned the chess moves by the time he was about six, he took up problem composition in his late teens when he was laid up for a year with a sports injury. He came to the United States in 1940, after staying in England for a year, and quickly established himself as one of this country's best composers. For several years in the 1940's he was one of the world's most successful tourney entrants, and one year he placed first on an informal list compiled on the basis of honors won. His composing activity was much reduced in later years, partly because of other demands on his time, including working as a New York stockbroker and helping raise two daughters. However, despite limited composing activity, his composing skill remained, as awards in post-1960 international tourneys attest. In all, Hassberg made about seven hundred problems, more than a third of which have received honors.

Hassberg's contributions to the problem world were not limited to his own composing.

He edited a dynamic problem section in the *Chess Correspondent* in 1943-1948 and edited the *American Chess Problemist* in 1949-1952, and he was on the editorial staff of the *U.S. Problem Bulletin* in 1963-1967. Hassberg also has put out two books, *To Alain White* (1945), and *The Best American Chess Problems of 1946*, and has written numerous articles. Hassberg has judged a large number of problem tourneys, including several International Chess Federation (FIDE) Album competitions, and in 1956 he was in the first group of composers given the FIDE title

of International Judge of Chess Compositions. In 1974, he was the acting U.S. delegate at the FIDE Problem Congress meeting in Wiesbaden, Germany. Extensive work with other composers has resulted in his participation in the making of many joint compositions. Eric M. Hassberg died on January 8, 1987.

American leading composer Dr. Vukcevic fondly remembers Eric Hassberg during the time when he was American team captain for WCCT. Says Milan: "I wish we had Eric now. He was an inspiration to all of us. He helped everyone and made us all better composers".

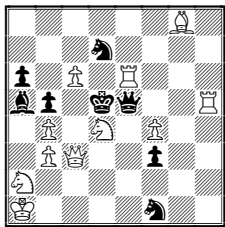


Eric M. Hassberg in 1950 photo

Edgar has selected 16 compositions for this article. They come out of his book written in 1978 and titled "Hassberg Ingenuity". At that time Hassberg was still alive and he helped Edgar select his best 168 compositions. All the comments are by Edgar Holladay. Said Edgar: "My brief commentary attempts to hit some of the high spots and a few incidental points of interest, but careful study of the solutions given will reveal many more good things".

**H01** Alain White made one of the pin-unpin restoration themes after Eric Hassberg. In the Hassberg theme, the unpinning of a black man and the pinning of a white man are later reversed. This problem is an unusually fine one. The key unpins the black queen and pins the white queen, after which 1...Qxf5 and 1...Qxe6 each re-pin the black queen and unpin the white one. The additional pin of the black queen by 1...Ke4 and the two checks tossed in by the black queen heighten the robust effect.

**H01** Prize,  
Chess Correspondent, 1943 (v)

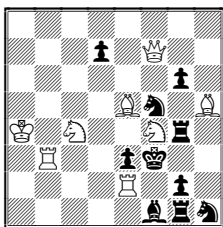


#2

Set: 1...Bxb4 2. Nxb4# 1...Nc5 2. hRxe5#  
Key: **1. Nf5!** (2. Rxe5#)  
1...Qxf5 2. Qd3# (2. Qxf3? Qd4?)  
1...Qxe6 2. Qxf3# (2. Qd3? Qd4?)  
1...Ke4 2. Qd4#  
1...Qe1+ 2. Rxe1#  
1...Qxc3+ 2. Nxc3#  
1...Nc5 2. Qxe5#

**H02** In this beautiful problem the key pins the f5 knight, after which 1...Ke4 unpins the f5 knight to defeat the threat, pins the e3 pawn and unpins the c4 knight. The set variation 1...hNg3 2. Nd2# (added since 1945) emphasizes the pre-key pinned condition of the e3 pawn and the unpinned condition of the c4 knight and gives the solver a preliminary look at the mating move which completes the main-play in the solution. The 1...Ke5 is set with 2.Qd5#, a mating move which reappears after 1...Bxe2 in the solution. The 1...Kxe2 defense, allowed by the key, adds welcome variety.

**H02** To Alain White  
1945 (v)

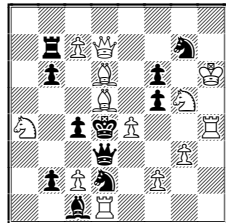


#2

Set: 1...hNg3 2. Nd2# 1...Ke4 2. Qd5#  
Key: **1. Nd3!** (2. Rxe3#)  
1...Ke4 2. Nd2#  
1...Bxe2 2. Qd5#  
1...Kxe2 2. Bxg4#

**H03** Hassberg and his friend Julius Buchwald (1909-1970) were responsible for some memorable joint compositions. This is an excellent example of Schiffman defenses by two half-pinned pieces resulting in thematic double-pinned mates. Two self-obstructing tries add to the total effect. Notice the dual-avoiding pin of the g5 knight when 1...Nxe4.

**H03** With Julius Buchwald  
American Chess Bulletin, 1945

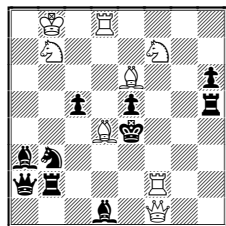


#2

Tries: 1. Be6? 1...Ne8! 1. Bf7? 1...fxg5!  
Key: **1. Bg8!** (2. Bf4#)  
1...Qxe4 2. Nf3# (2. c3?)  
1...Nxe4 2. c3# (2. Nf3?)  
1...Qa3 2. exf5#  
1...fxg5 2. Qxg7#  
1...Ne8 2. Ne6#  
1...Rxc7 2. Bxc7#

**H04** Three-way dual avoidance when black men selfblock on d4 allowing self-interference mates. Included in the dual-preventing strategy is the opening of four black lines, including the pin line b2/b8.

**H04** Honorable Mention  
Lloyd Memorial Tourney  
Chess Review, 1942

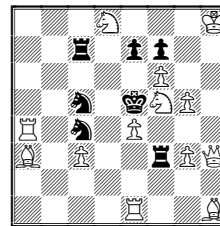


#2

Key: **1. Qh3!** (2. Qe3#)  
1...Nxd4 2. fNd6#  
1...exd4 2. bNd6#  
1...cxd4 2. Bd5#  
1...Re2 2. Qf3#

**H05** Random moves by each black knight lead to the same mate which follows a correction move by the other black knight ("reciprocal correction").

**H05** Second Prize  
Hadrez Brasileiro, 1945

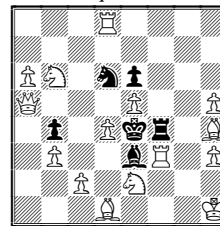


#2

Key: **1. Ne3!** (2. Nxc4#)  
1...4N~ 2. Nxf7#  
1...Nd6 2. Ng4#  
1...5N~ 2. Ng4#  
1...Nxe4 2. Nxf7#  
1...Kxe4 2. Qf5#

**H06** Here the reciprocal idea is extended to show cyclic correction. If the moves by d6 knight, f4 rook, and e3 bishop are examined in that order, the correction move by each piece is seen to lead to the mate following random moves by the next piece. This ambitious theme was fresh in the 1940's, and this example has two flights and a quiet key.

**H06** First Prize  
Enroque!!, 1948

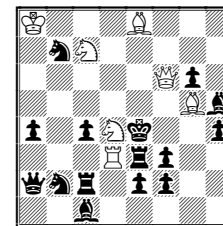


#2

Key: **1. Qb5!** Waiting.  
1...N~ 2. Ng3#  
1...Nf5 2. Qc6#  
1...R~ 2. Qc6#  
1...Rxf3 2. Qd3#  
1...B~ 2. Qd3#  
1...Bxd4 2. Ng3#  
1...Kxf3 2. Nc3# (2. Ng3?)  
1...Kf5 2. Ng3#

**H07** Three-way dual avoidance when 1...Nxd3, 1...Rxd3, and 1...exd3 is shown with complete wheel by the d4 knight, which makes seven tries and the key. The most thematic tries are white self-obstructions preventing 2.Bc6, 2.Qe6, and 2. Qf4, respectively. The three other tries are defeated only because they remove black selfblocking men on f3, e2, and c2 respectively.

**H07** First Prize  
American Chess Problemist, 1951

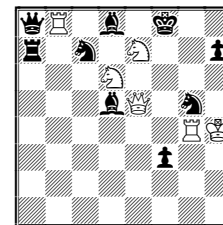


#2

Set: 1...Rxd3 2. Bc6#  
Tries: 1. Nc6?, Nxd3! 1. dNe6?, Rxd3!  
1. Nf5?, exd3! 1. Nxf3?, Rxd3!  
1. Nxe2?, Kxd3! 1. Nxc2?, Kxd3!  
1. Nb3?, axb3+!  
Key: **1. dNb5!** (2. Rd4#)  
1...Nxd3 2. Bc6# (2. Qe6? Qf4?)  
1...Rxd3 2. Qe6# (2. Qf4? Bc6?)  
1...cxd3 2. Qf4# (Bc6? Qe6?)  
1...Kxd3 2. Qd4# 1...Rd2 2. Rxe3#

**H08** One of Edgar's favorites among Hassberg's problems. In the set play, g5 knight makes a tertiary correction sequence. Only two mates follow checks discovered by this knight in the solution (and 2.Qf6# follows the same black move before and after the key), but new correction play from moves by the c7 knight in the solution completes a most satisfying content.

**H08** Second Prize  
British Chess Federation  
1942-1943 (v)

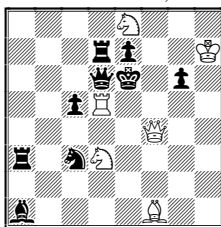


#2

Set: 1...gN~+ 2.Qg7# 1...Nf7 2.Rg8#  
 1...gNe6 2.Qf6# (Rg8?)  
 Key: **1.eNf5!** (2.Qg7#)  
 1...gN~+ 2.Qe7#  
 1...gNe6+ 2.Qf6#  
 1...cN~ 2.Qe8#  
 1...cNe6 2.Qh8#

**H09** The key thematically opens the masked line a3-h3, closes the masked line a1-g7, closes line f4-d6, and closes line d5-f5.

**H09** Honorable Mention  
 Dziennik Lodzki, 1948

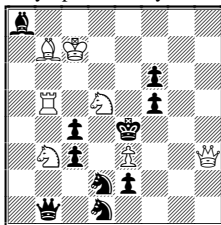


#2

Set: 1...Nxd5 2.Bh3# 1...Qxd5 2.Ng7#  
 Key: **1.Ne5!** (2.Qf7#)  
 1...Nxd5 2.Ng7#  
 1...Qxd5 2.Bh3#

**H10** This Olympic Prize winner features subtle battery mate changes.

**H10** First Prize  
 Olympic Tourney, 1948

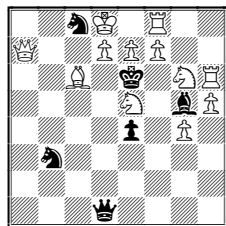


#2

Set: 1...Ke5 2.Nf4# 1...Kd3 2.Nb4#  
 Key: **1.Nd4!** (2.Qxf5#)  
 1...Ke5 2.Nb4#  
 1...Kd3 2.Nf4#

Hassberg's skills, so evident in his two-movers, are carried over effectively to longer problems and problems of other types. The extraordinary **H11** has promotions to both queen and knight by each of the unpinned pawns.

**H11** First Prize  
 Chess Correspondent Theme  
 Tourney, 1947-1948

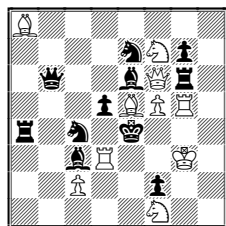


#3

Key: **1.Nf3!** exf3/Bf6 2.Nf4+ (threat)  
 1...Qxf3 2.dxc8Q+ Kf6 3.e8N#  
 1...Bxh6 2.e8Q+ Kd6 3.e8N#  
 1...Kd6 2.dxc8Q  
 1...Kf6 2.e8N+  
 1...Qxd7+ 2.Qxd7+

**H12** is an extension of the reciprocal change idea. In the set play, black queen and knight first moves to e3 are followed by the same white second and third moves but in reverse order. The key reverses the order of the white moves in these two lines of play. This type of pattern, required for entries in one section of the FIDE 1973-1975 team tourney, is shown here three times, the other thematic variations having black first moves to e5 and f5.

**H12** Commendation  
 With Marcel Aschenazi  
 Israel Olympic Tourney, 1976

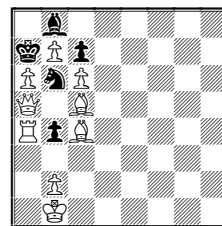


#3

Set: 1...Qe3+ 2.Rxe3+ Nxe3 3.Nd6#  
 1...Ne3 2.Nd6+ Qxd6 3.Rxe3#  
 1...Bxe5+ 2.Qxe5+ Nxe5 3.Nd2#  
 1...Nxe5 2.Nd2+ Bxd2 3.Qxe5#  
 1...Nxf5+ 2.Qxf5+ Bxf5 3.Bxd5#  
 1...Bxf5 2.Bxd5+ Nxd5 3.Qxf5#  
 Tries: 1.Kg2? Nxe5! 1.Rf3? Bd2!  
 Key: **1.Kg4!** (2.Ng3#)  
 1...Qe3 2.Nd6+ Nxd6 3.Rxe3#  
 1...Ne3+ 2.Rxe3+ Qxe3 3.Nd6#  
 1...Bxe5 2.Nd2+ Nxd3 3.Qxe5#  
 1...Nxe5+ 2.Qxe5+ Bxe5 3.Nd2#  
 1...Nxf5 2.Bxd5+ Bxd5 3.Qxf5#  
 1...Bxf5 2.Qxf5+ Nxf5 3.Bxd5#

**H13** The other solution was found with a computer recently. It turns out it is also thematic so the "cook" became the second solution. In the first solution the white force tumbles to the bottom of the "a" file as fast as it can get there. Notice also the shape of the problem.

**H13** Chess Correspondent  
 1944



#4

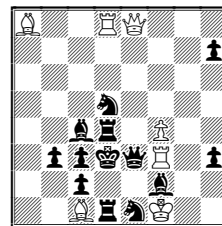
2 solutions

1.Ra1 b3 2.Qa2 bxa2+ 3.Bxa2 Kxa6 4.Bc4#

1.Bxb4 Nxc4 2.Qc5+ Nb6 3.Ba5 Kxa6 4.Bxb6#

**H14** This selfmate has black halfpinning, several firings of black batteries, and some changed play.

**H14** Honorable Mention  
 British Chess Federation  
 1946-1947

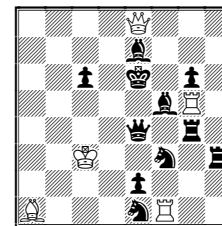


S#2

Set: 1...dN~ 2.Rxd4+ 1...Re4 2.Qxe4+  
 1...Qxf3 2.Qe2+  
 Key: **1.Qh8!** Qxf3 2.Qxd4+ (threat)  
 1...dN~ 2.Be4+  
 1...Nf6 2.Rxd4+  
 1...Re4 2.Qxc3+  
 1...Rxf4 2.Rxc3+

**H15** The strongly thematic play culminates in double-pinmates.

**H15** Schwalbe  
 1974



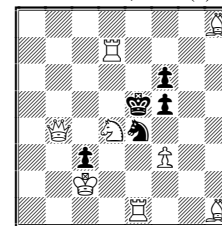
H#2 2 solutions

1.Ne5+ Kd2 2.Kf6 Qxg6#

1.Nd4+ Kc4 2.Ke5 Qxe7#

**H16** Pin-unpin restoration, tripled. The key unpins the f6 pawn, which is re-pinned by 2.Rd7=. In each of the other two lines of play, the black knight is unpinned by black flight move and re-pinned by white's reply.

**H16** Honorable Mention  
 Schwalbe, 1964 (v)



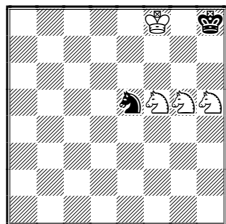
=2

**1.Rg7!** Waiting.  
 1...f4 2.Rd7= (switchback)  
 1...Kf4 2.Nc6=  
 1...Kd5 2.f4=

**THE BEST OF HASSBERG**

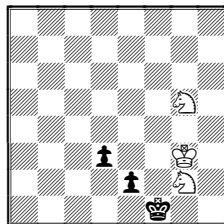
As part of the StrateGems series about American composers, you can now order the book of Hassberg's best problems. The book contains an introduction and 168 diagrams, each with comment by Edgar Holladay. To receive this book please send \$10.50 to StrateGems, 2613 Northshore Lane, Westlake Village, CA 91361. For shipments outside U.S. please send \$12.00.

Robert is an old hand at endgames. In 1973 he published *Imagination in the Endgames*. Like all successful composers, he does not give up, but polishes each of his good ideas, until no further improvement is possible. The first problem is a fourmover from Schach-Echo, 1960 followed by two endgames.

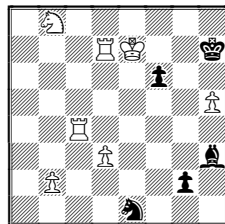


#4

1.Nf6 Nd7+ 2.Kf7 Nxf6  
 3.Nh4 and 4.Ng6#.



Win



Win

Similarly, in the study shown in the second diagram (from *Imagination in the Endgames*, 1973): 1.Ne3+ Kg1 2.Nf3+ Kh1 3.Ng4! e1=Q+ 4.Nxe1 Kg1 5.Ne3 d2 6.Nf3+ Kh1 7.Ng4! d1=N! 8.Kh3 N~ 9.Nf2#.

The third diagram is a long study that again has the same finale (3rd H.M. New Statesman, 1968): 1.Kf8+! Bxd7 2.Nxd7 g1=Q 3.Rg4! Qxg4 4.Nf6+ Kh8! 5.Nxg4 Nxd3 6.b3 Nc1! 7.b4 Na2 8.b5 Nc3 9.b6 Na4 10.b7 Nc4 11.b8=N! Ne6+ 12.Kf7 Ng7 13.Nd7 Nxb5 14.Nf8 Nf4 15.Ne5 N~ 16.Ng6#.

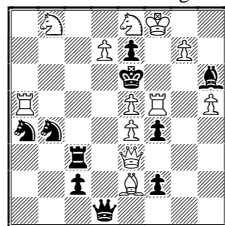
Robert composes mostly endgames, but solves all types of problems. Same as I, he could not solve Edgar's seven-mover M0010 from SG#1 (see solutions in this issue). Instead, he contributed an original five-mover (M0029 in this issue). This one is much easier to solve, and it has clear dual-free variations without 'detritus'.

PS Robert, we would like to see your original endgames in future issues of SG. Please, send us a few!

**From the FIDE Album 1989-91**

Dr. Milan Vukceвич is without doubt our most talented composer. His specialty is "all of the above", but some of his best work has come in the area of two and moremovers. Here is a twomover published in the latest FIDE Album.

M. Vukceвич, First Prize  
 Neue Zürcher Zeitung 1989



#2

Banny, sequence reversal I (x2), Arnhem theme

Problems published in this section are eligible for 1998 competition. Please send your originals to individual editors. All solutions and comments are due by 12/1/98 and should be sent to the Solutions Editor. The names and addresses of all editors are printed on the last page.

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

Welcome to the many new composers from Russia! For starters there are three miniatures. Paul offers some nice experiments that should bring a smile. Don't overlook the full scope of T0033, a strong joint from the Ukraine. T0035 also has a tough central theme. That Barry's twin changes anything will surprise you; indeed the complexity is surreal. Jeremy reworks an MRV classic to new heights, really. How do you like Luke's bottle-shape collection! Joe's T0043 is strictly try-play, but well unified. Finally, Milan and Mike flex their muscles with rich thematic shows.

**THREEMOVERS, MOREMOVERS and STUDIES** Editor: **Dr. Milan R. Vukceвич**, Judge: **Milan Velimirovic**

The threemovers start with two interesting stalemate-avoidances by Kozhakin and Kavratsky. Bantush also contributes a classical problem, but the next three are modern themes. In M0023, my favorite two-move composer produces a quaternary defense with a beautiful anti-Bristol. M0024 is another famous two-move composer showing changes from try to solution after self-obstructions on g4. M0025 is in the best of Slovak tradition of cyclic changes, again between a try and the solution. Grudzinski's problems are classical Nowotnys, and Rosberger's is a nice rendering of the American Indian theme. Makaronez sends an original rendering of the old Dresden Theme, and Parthasarathy an exceptional Zugzwang with a lot of strategy.

Moremovers are equally exciting, starting and ending with Makaronez, both problems dealing with modern sequences of moves. In between are Brieger's minimalist, Krätschmer's sacrificial sequence, Szwedowski's two beautiful sacrifices, and Johandl with his usual white economy. It is really exciting to see so many famous composers in one issue.

The sole endgame is a great, and difficult piece from Campioli. Solvers will have to be very careful with this one: both sides have hidden resources.

**SELFMATES** Editor: **David L. Brown**, Judge: **Edgar Holladay**

A nice variety of problems should entertain all. Leonid serves up part of an old and familiar theme which all will recognize. Yes, all those WBs are necessary in S0019, and well worth it. Alaikow's S0020 is a blockbuster. And, Zucker's miniature requires the delicate touch.

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

Nice to see two more American help-composers, Messrs. Markevitch and Brieger emerging from the mist! Our three-movers begin with a fine feather-weight foursome, squeezing much from little. A warm welcome to new friends from Argentina, Germany, Hungary, Poland, Russia, and Sweden! Dave and Chris round off the

middle-weight section, though solvers may need to re-ink before wrestling those heavy-weight more-movers! Good to have Ramo, a promising new composer, with us as well.

**Notes:** The twinning in **H0040** is *progressive*, meaning each twin includes changes from the previous position: b) +bNe8; c) wPd7=>c7; d) -wBd4; e) wPa7=>g7; f) wPb4=>g5. **H0041** is a *zero-position*; that is, the diagram is not for solving: a) bBe4=>c6; b) wNf6; c) wRf6; d) wQf6. The half-move stipulation of **H0049** means White begins and mates on his third move.

**FAIRIES Editor: David L. Brown, Judge: Jacques Rotenberg**

F0017 and F0018 ask for double-slatemate. Treat the **Imitator** as a ball & chain for both sides: whenever any piece moves, the Imitator also moves in tandem (same direction and distance). The Imitator does not capture or check and may not move off the board as the result of the move. Thus, the "coupled" move must be legal. Hint: in certain positions, both Ks might stand on adjacent squares since the Imitator's illegal move prevents K-check or KxK. In F0017, illegal moves would be 1.Qb4? since the Imitator would move off the board, and White's 1.Nd1?

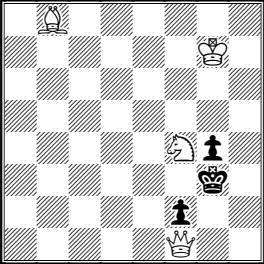
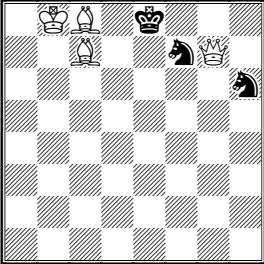
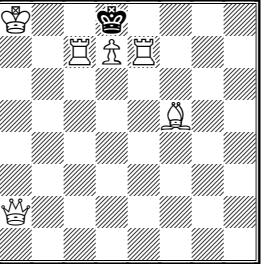
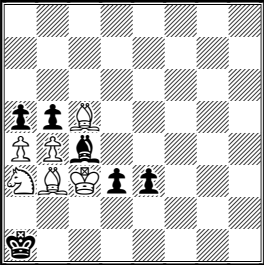
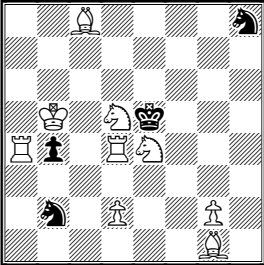
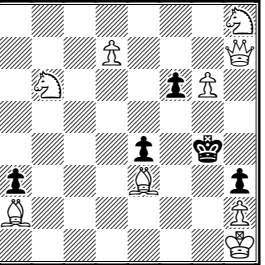
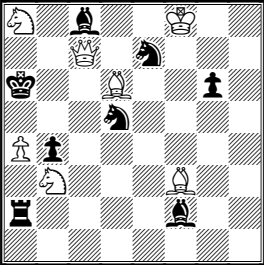
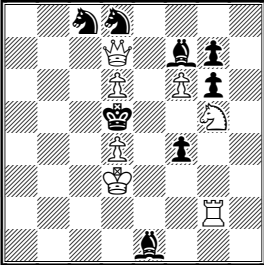
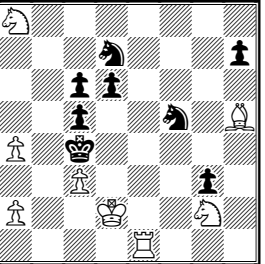
Note in F0019, two stipulations and two conditions are employed. In Degradation, F0022, whenever a piece (Q,R,B,N) moves to its own P-rank, it becomes a Pawn. For F0028 solvers need to give only the mating moves. Look for new heights in Heinonen's wonderful F0029!

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

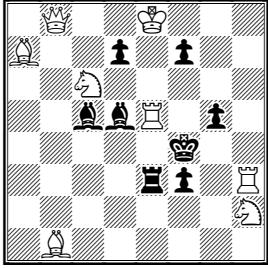
Welcome to composers Alessandro Cuppini, Stanislav Vokal, and C.C. (Charles) Frankiss. We start with two "retractor" problems from Alessandro, in which the solver must retract any legal move which will then permit the stipulation to be played forward. Stanislav's problem needs no explanation, but if you haven't solved problems of this sort before, remember that things aren't always what they seem. Henrik's R0008 is another venture into the realm of the Illegal Cluster, which is an illegal position which becomes legal when any non-King unit is removed. IC's are notoriously subject to cooks; fully two-thirds of the orthodox entries received were cooked in a recent formal tournament for IC's sponsored by Phenix! Here, Henrik provides an IC problem which I hope has a somewhat better chance of survival.

Charles' proof game will be a breeze for some, but I imagine it will stump a few, too. Thanks to Mark for his kind dedication; problems like this don't grow on every tree! Paul's multi-capture proof game is not for the faint of heart. Finally, please make the effort to solve Michel's P0013, but not late at night, your screams of "eureka" will wake the neighbors!



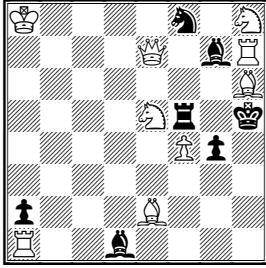
<p>T0021 V. Kozhakin &amp; O. Saks, Russia</p>  <p>#2</p>	<p>T0022 Leonid Makaronez Israel</p>  <p>#2</p>	<p>T0023 Vladimir Kozhakin Russia</p>  <p>#2 √ 2 solutions</p>
<p>T0024 Andrej Dikusarov Russia</p>  <p>#2</p>	<p>T0025 Paul Steiner Cotati, CA</p>  <p>#2 √</p>	<p>T0026 Paul Steiner Cotati, CA</p>  <p>#2 √</p>
<p>T0027 Andrej Dikusarov Russia</p>  <p>#2</p>	<p>T0028 Andrej Dikusarov Russia</p>  <p>#2</p>	<p>T0029 Jack Rosberger Miami Beach, FL</p>  <p>#2 √√</p>

T0030 Cor Groeneveld  
Holland



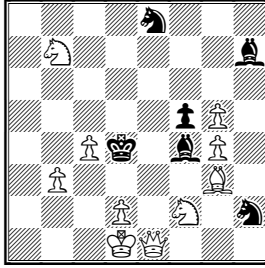
#2

T0031 Denis Saunders  
Australia



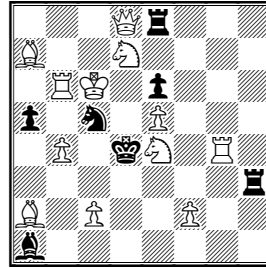
#2

T0032 György Bakcsi  
Hungary



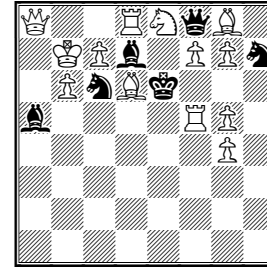
#2 ✓

T0039 Barry P. Barnes  
England



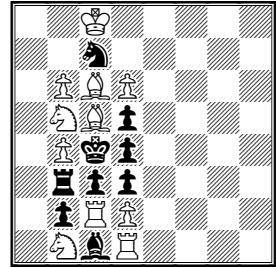
#2 b) a2B=>d3

T0040 C. Jeremy Morse  
England



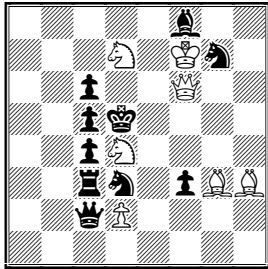
#2

T0041 Luke Neyndorff  
El Cajon, CA



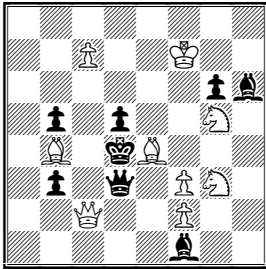
#2

T0033 Petro Farion &  
Ivan Soroka, Ukraine



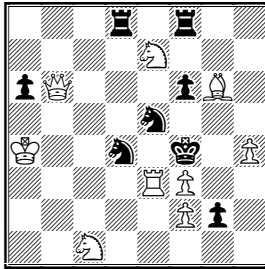
#2 vv

T0034 V. Kozhakin &  
D. Lebedev, Russia



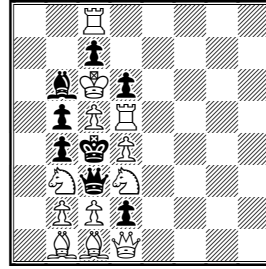
#2

T0035 Andrey Zhuravlev  
Russia



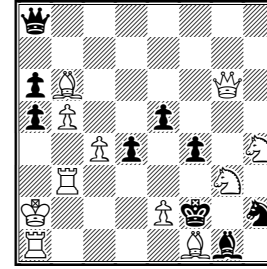
#2 ✓✓

T0042 Luke Neyndorff  
El Cajon, CA



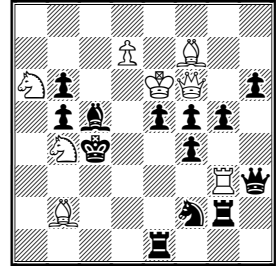
#2

T0043 Joe Youngs  
Maple Grove, MN



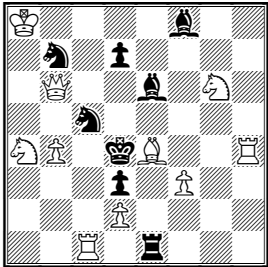
#2 ✓✓✓✓

T0044 Dr. Milan R. Vukcevic  
University Hts., OH



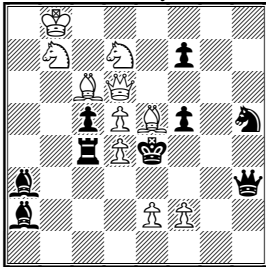
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T0036 Alex Markevitch  
Jackson, NJ



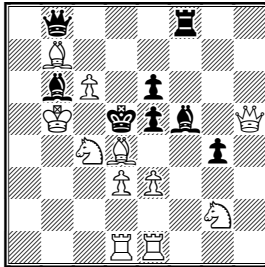
#2

T0037 Wieland Bruch  
Germany



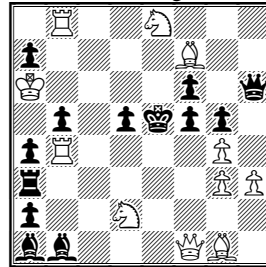
#2 ✓✓

T0038 Rauf Aliovsadzade  
Lincoln, NE



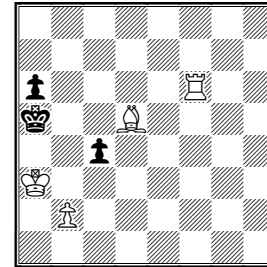
#2\*

T0045 Mike Prcic  
Westlake Village, CA



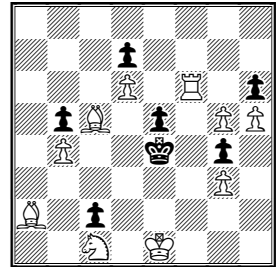
#2 ✓✓✓

M0020 Vladimir Kozhakin  
Russia



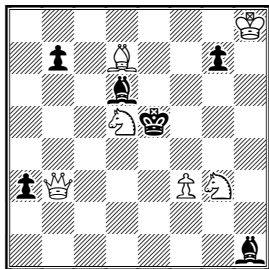
#3

M0021 Isaak Kavratsky  
Oak Park, MI



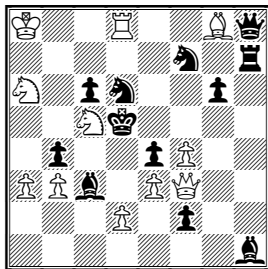
#3 a) diagram b) wKe1=>h2  
c) wKe1=>c3 d) Pg5=>c6

M0022 Nikolaj Bantush  
Belarus



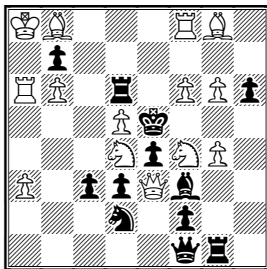
#3

M0023 C.G.S. Narayanan  
India



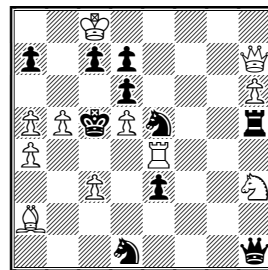
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M0024 Leopold Szwedowski  
Poland



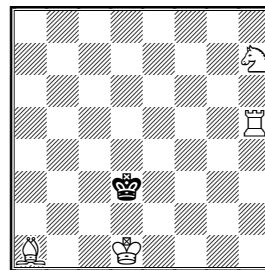
#3

M0031 Leonid Makaronez  
Israel



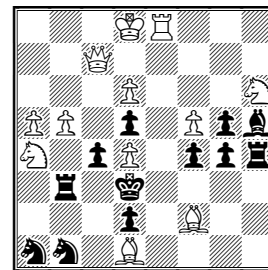
#4

M0032 Robert Brieger  
TX



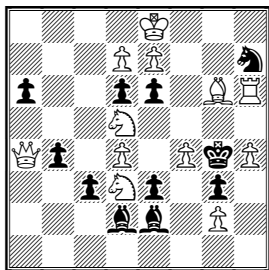
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M0033 Leopold Szwedowski  
Poland



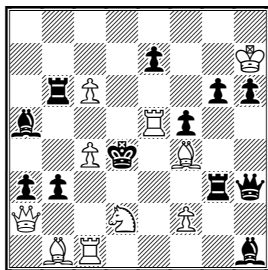
#5

M0025 Miroslav Brada  
Slovakia



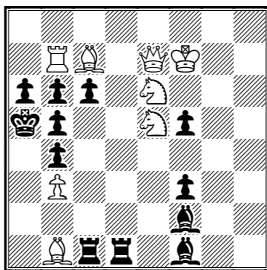
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M0026 Henryk Grudzinski  
Poland



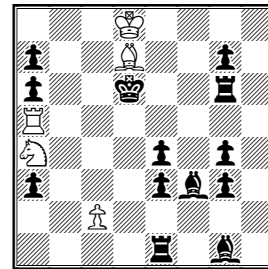
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M0027 Henryk Grudzinski  
Poland



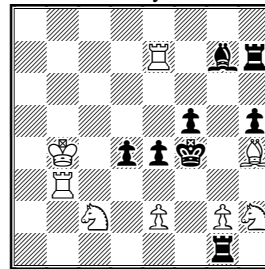
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M0034 Alois Johandl  
Austria



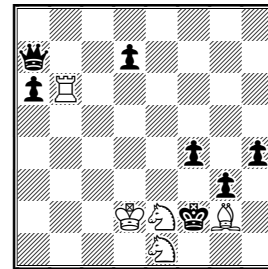
#6

M0035 Ralf Krättschmer  
Germany



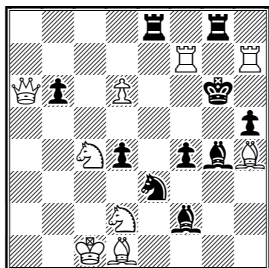
#6

M0036 Leonid Makaronez  
Israel



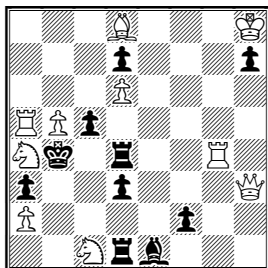
#7

M0028 Jack Rosberger  
Miami Beach, FL



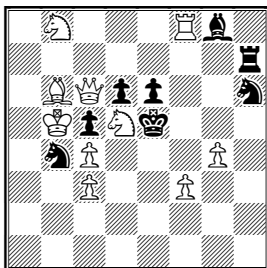
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M0029 Leonid Makaronez  
Israel



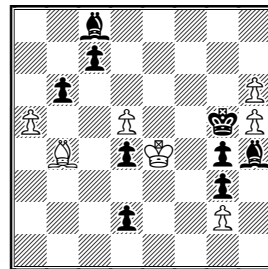
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M0030 M. Parthasarathy  
India



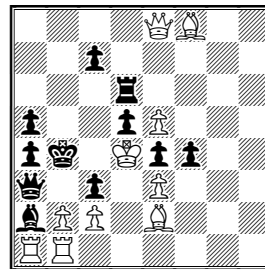
#3

E0004 Marco Campioli  
Italy



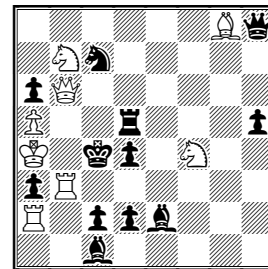
Wins

S0014 Valeri Smirnov  
Russia



S#3

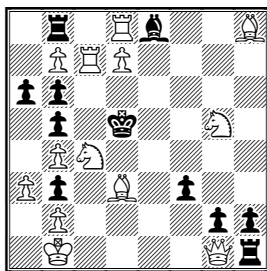
S0015 Mike Prcic  
Westlake Village, CA



S#3

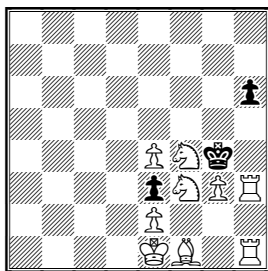


S0016 Leonid Makaronez  
Israel



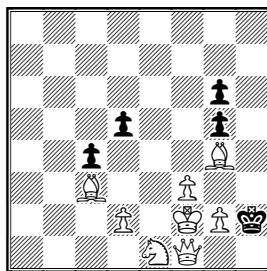
S#4

S0017 Michael Schreckenbach  
& Manfred Zucker, Germany



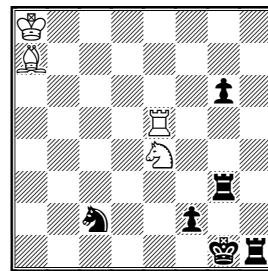
S#5

S0018 Robert Bales  
Broadview, IL



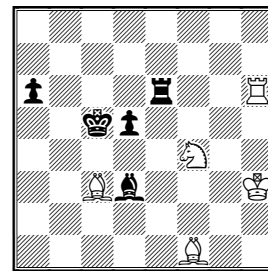
S#5

H0038 Krzysztof Drakowski  
Poland



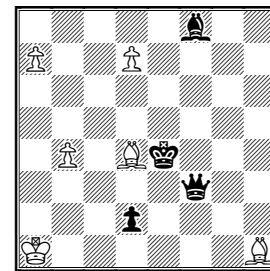
H#2 3 solutions

H0039 Unto Heinonen  
Finland



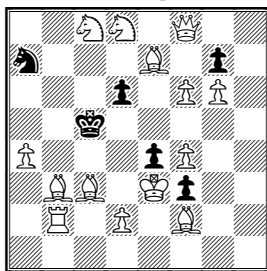
H#2 2 solutions

H0040 Janos Csak  
Hungary



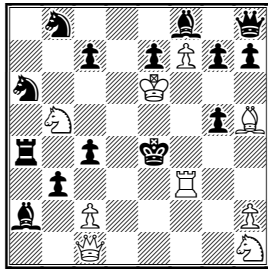
H#2 see text!

S0019 Vladislav Bunka  
Czech Republic



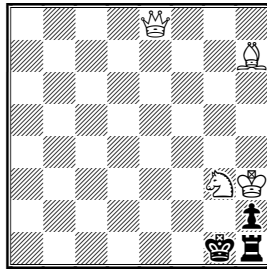
S#5 (four wBs)

S0020 Wenzelin Alaikow  
Bulgaria



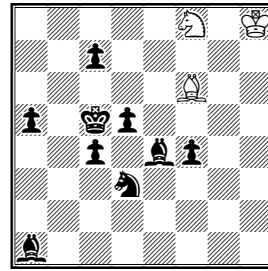
S#6

S0021 Manfred Zucker  
Germany



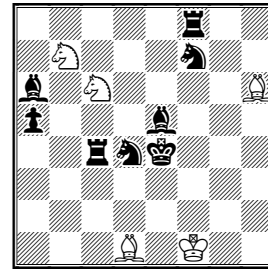
S#7

H0041 Andrey Zhuravlev  
Russia



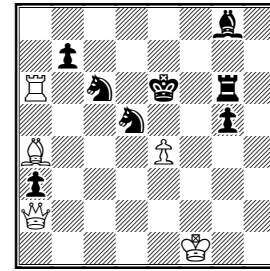
H#2 zero position  
see text!

H0042 Joe Youngs  
Maple Grove, MN



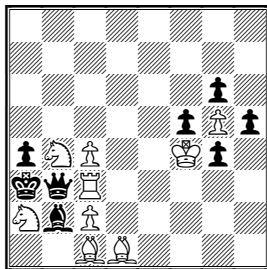
H#2 2 solutions

H0043 Christer Jonsson  
Sweden



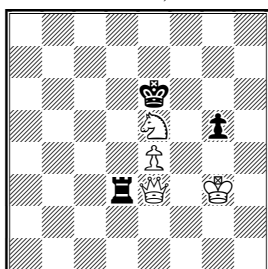
H#2 b) bRg6=>g7

S0022 Mike Prcic  
Westlake Village, CA



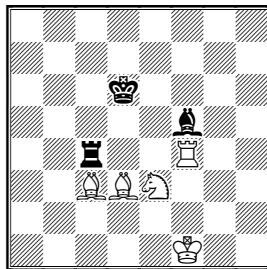
R#2

H0036 Alex Markevitch  
Jackson, NJ



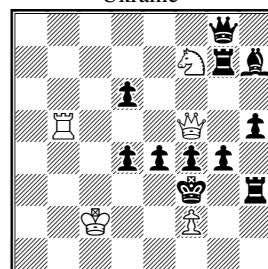
H#2 2 solutions

H0037 Vlaicu Crisan  
Romania



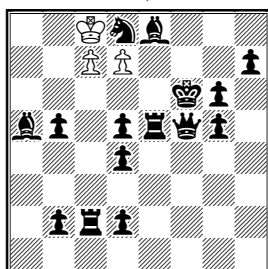
H#2 2 solutions

H0044 Nikolai Nagnibida  
Ukraine



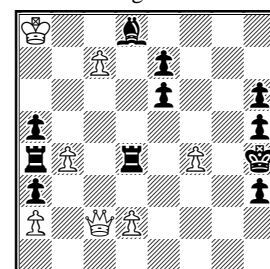
H#2 b) wNf7=>e7  
c) wBf7

H0045 Edgar Holladay  
Carmel, IN



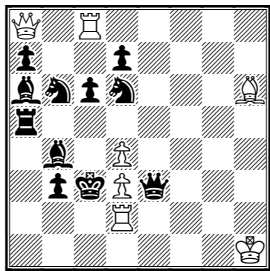
H#2 b) bPg6=>e7  
c) bK=>b4 d) bNd8=>g8

H0046 C.J. Feather  
England



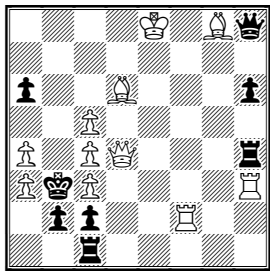
H#2 4 solutions

H0047 György Bakcsi  
Hungary



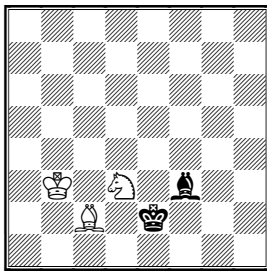
H#2 2 solutions

H0048 Fadil Abdurahmanovic  
Bosnia-Hercegovina



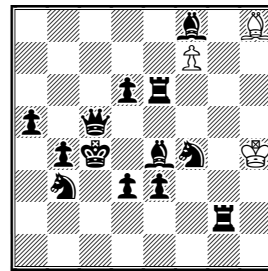
H#2 2 solutions

H0049 Herman Menkis  
Albuquerque, NM



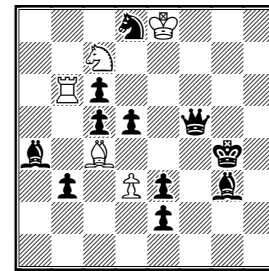
H#2.5 b) wRd3

H0056 Janos Csak  
Hungary



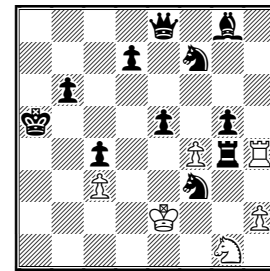
H#3 3 solutions

H0057 Christopher Jones  
England



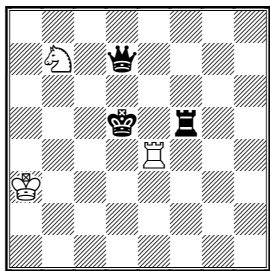
H#3 b) bPe3=>f3

H0058 Tibor Ersek  
Hungary



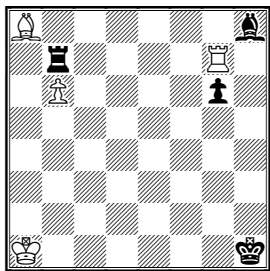
H#3 b) bK=>f8

H0050 Robert Brieger  
Houston, TX



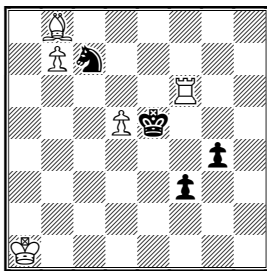
H#3 3 solutions

H0051 Robert J. Bales, Jr.  
Broadview, IL



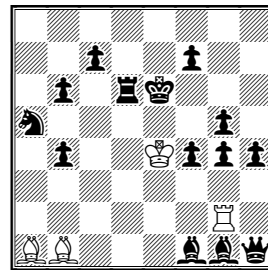
H#3 b) -wPb6 & -bPg6

H0052 Alexander Toger  
Israel



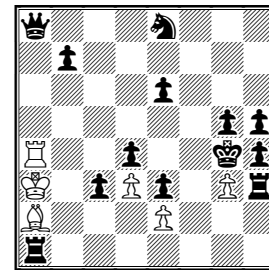
H#3 3 solutions

H0059 Krzysztof Drazkowski  
Poland



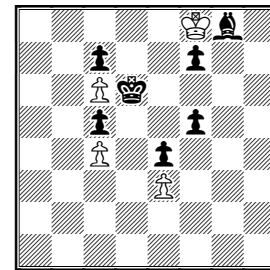
H#3 b) wRg2=>f3

H0060 Jorge Kapros  
& Jorge J. Loiz  
Argentina



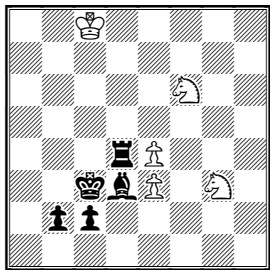
H#3 2 solutions

H0061 Luigi Vitale  
Italy



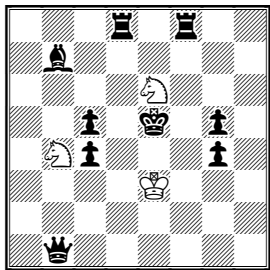
H#4 Duplex

H0053 Christer Jonsson  
& Viktor Bene, Sweden



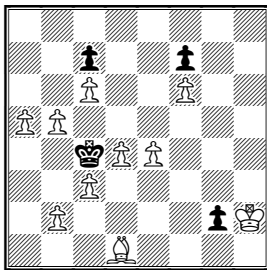
H#3 b) bPc2=>b4

H0054 V. Nefedov,  
E. Fomichev & R. Wiehagen  
Russia/Germany



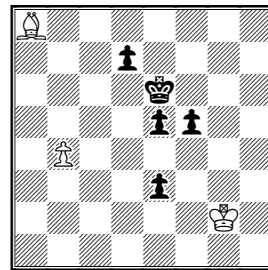
H#3 b) bRd8=>c4

H0055 David L. Brown  
Rockford, IL



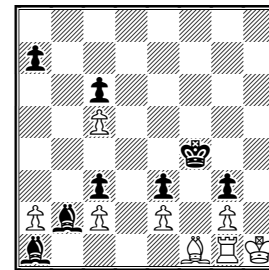
H#3 2 solutions

H0062 Mike Prcic  
Westlake Village, CA  
to Iris



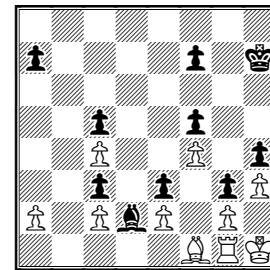
H#5 b) bNd7

H0063 R. Fiebig  
M. Degenkolbe  
R. Wiehagen  
Germany



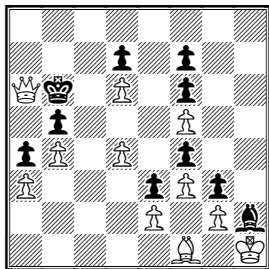
H#14 Promoted Black Bishop

H0064 Ramo Ljevakovic  
Bosnia-Hercegovina



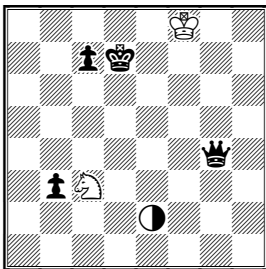
H#16

H0065 Reinhardt Fiebig  
Germany



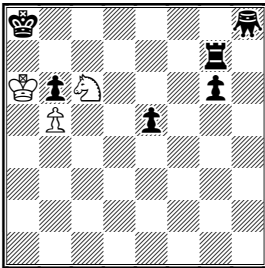
H#23

F0017 Bernard Rothman  
France



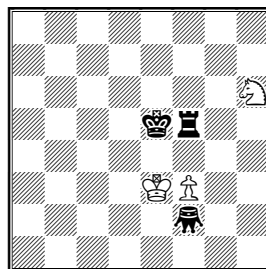
H=∓2 vv Imitator on e2  
b) c7P=>h3

F0018 Nikolai Nagnibida  
Ukraine



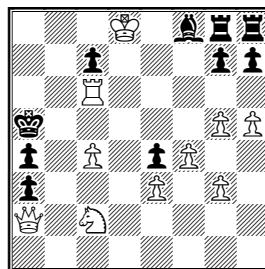
H=∓4

F0025 Valery Smirnov  
Russia



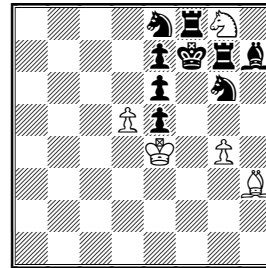
H#4 2 solutions

F0026 Tode Ilievski  
Macedonia



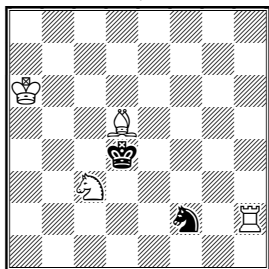
SH#8 2 solutions

F0027 Unto Heinonen  
Finland



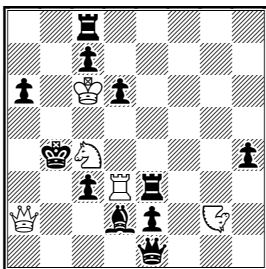
SH#10

F0019 Luigi Vitale  
Italy



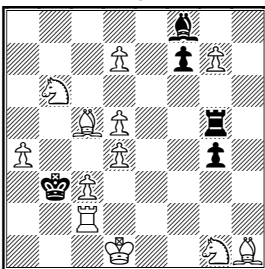
a) H#2 and b) H=2  
Andernach and Circe

F0020 Leonid Makaronez  
Israel



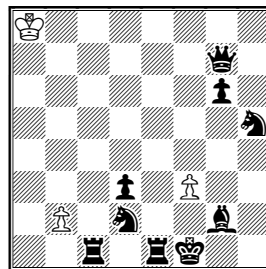
#2\* (Nightrider on g2)

F0021 Wenzel Alaikow  
Bulgaria



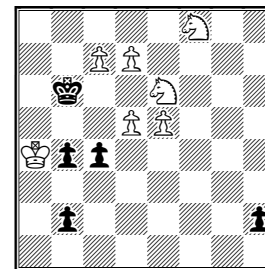
#3 Circe

F0028 Oleg Paradzizsenko  
Ukraine



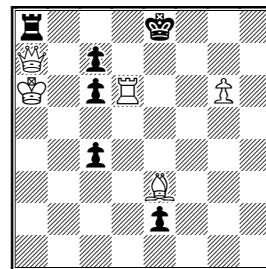
SS#16 b) c1R=>g1

F0029 Unto Heinonen  
Finland



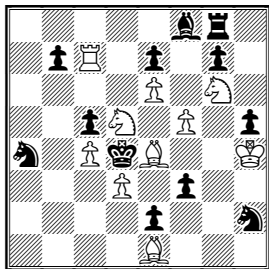
SR#6 Duplex

F0030 Gianni Donati  
Princeton, NJ



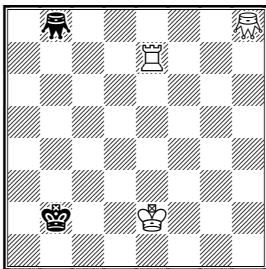
S#3 √ Maxi

F0022 Stanislav Vokal  
Slovakia



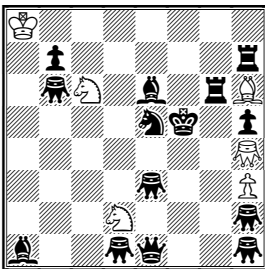
#4 Degradation

F0023 Artur Gartser  
Russia



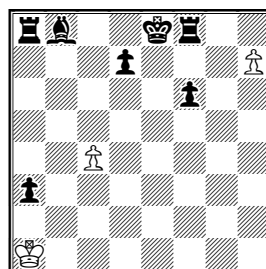
H#2 b) e2K<=>b8G

F0024 Nikolai Nagnibida  
Ukraine



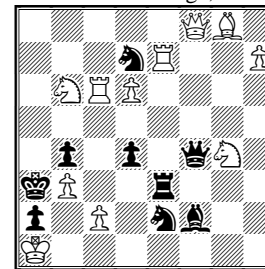
H#2 b) d2N=>e8

F0031 Valeriu Petrovici  
Romania



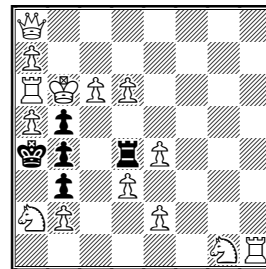
S#5 Maxi

F0032 Mike Prcic  
Westlake Village, CA



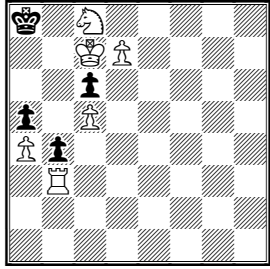
R#2 Madrasi

R0005 Alessandro Cuppini  
Italy



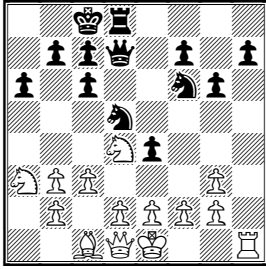
-1, #1

R0006 Alessandro Cuppini  
Italy



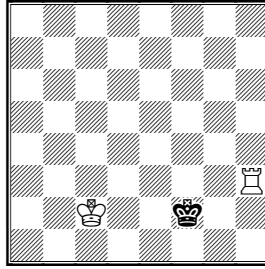
-1, #2

R0007 Stanislav Vokal  
Slovakia



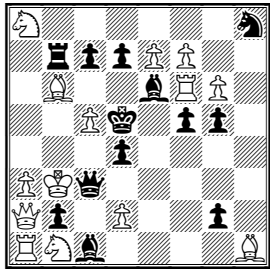
Last Black move was 0-0-0.  
Can White castle?  
b) bPc6=>c5

R0008 Henrik Juel  
Denmark



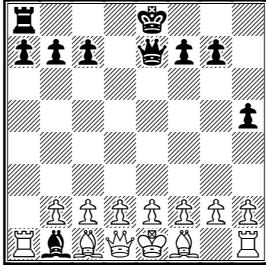
Add 8 WP's to make  
an Illegal Cluster

R0009 Michel Caillaud  
France



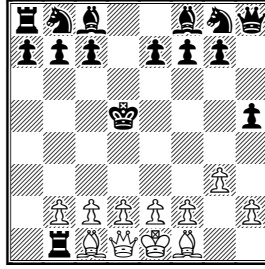
Which squares must have  
been occupied by the bRb7?

P0010 C.C. Frankiss  
England



Proof game in 8.0 moves

P0011 Mark Kirtley  
Alpine, TX  
Dedicated to Gianni Donati

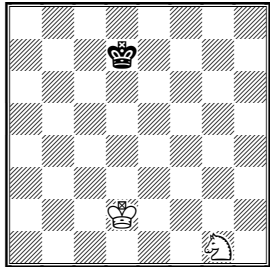


Proof game in 13.0 moves

**ERRATA**

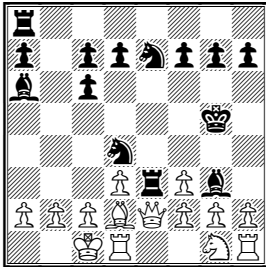
Paul Raican's P0009 in SG2 had a white Rook on h1 in error. The correct diagram is reprinted below.

P0012 Paul Raican  
Romania

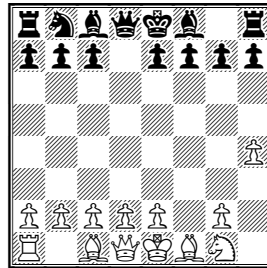


Proof game in 17.5 moves

P0013 Michel Caillaud  
France



Proof game in 15.5 moves

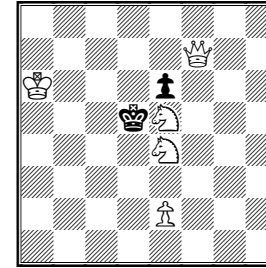


Proof game in 6.5 moves  
Einstein Chess

There is a special place in our hearts for compositions of seven or less pieces we call Miniatures. I don't know exactly what it is that attracts us to them. Perhaps it's the simplicity of the position or maybe a solver's feeling of control and perceived ease of solving it. These days we don't get a chance to see many Miniatures. Perhaps it's the complexity of themes requiring more than "just" seven pieces. Whatever it is I feel a certain loss in our field of chess composition because Miniatures seems to be disappearing.

For this issue of StrateGems I dug up six Miniatures composed by Canadian composers in the 19<sup>th</sup> century. Most of them feature flight-giving keys with the black king having several choices of moves. Although, as usual, the solutions are provided I hope you will enjoy them.

James E. Narraway  
The Torch\*, 1871



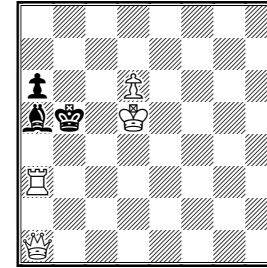
#2

**Narraway. 1.Nc6!** 1...Kxc6 2.Qb7#, 1...Kxe4 2.Qf3#, 1...Kc4 2.Qxe6#

**Ramsey. 1.Qh8!** 1...Kb6 2.Qb8#, 1...Kb4 2.Qb2#, 1...Bb6-d8 2.Qb2#, 1...Bb4-e1 2.Qb8#

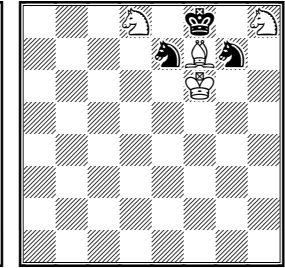
**White. 1.Kg5!** 1...eN~ 2.Ng6#, 1...Ne6+ 2.Nxe6#

Robert H. Ramsey  
London Advertiser, 1873



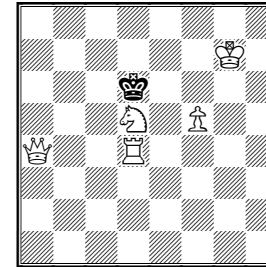
#2

John White  
Canadian Illustrated News, 1880



#2

E.B.Greenshields, prix miniature  
Toumoi Ottawa Citizen, 1885



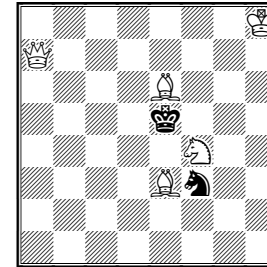
#2

**Greenshields. 1.Ne7+!** 1...Kxe7 2.Qd7#, 1...Kc7 2.Qa7#, 1...Kc5 2.Qb4#, 1...Ke5 2.Rd5#

**Perry. 1.Bf2!** 1...Kxf4 2.Qe3#, 1...Kf6 2.Qg7#, 1...Kd6 2.Qc5#, 1...N~ 2.Qd4#

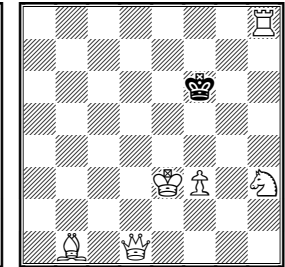
**Hallen. 1.Ng5!** 1...Kxg5 2.Qd8#, 1...Kg7 2.Qd4#, 1...Kc5 2.Qd4#, 1...Ke7 2.Qd8#

W.E. Perry  
Canadian Chess Problems, 1890



#2

B. Hallen  
Orillia Packet, 1897



#2

Note from the Solutions Editor:

Since this is the first time that I have ever been a Solutions Editor, I want to thank solvers and fellow editors for bearing with me. I am sure this will get easier as time goes on and I refine my record-keeping system.

The response to the first two issues of StrateGems has been overwhelmingly positive. I received several comments about the layout, happiness about the large number of original problems, and overall professional-looking quality.

While correcting solutions I tried to be as objective as possible when dealing with typos, misprints and in some cases near illegibility. I only ask solvers to be careful in the future when sending solutions. It is also a great help when the solutions are grouped by sections. If any solver feels that I have made errors, please feel free to contact me. Any score corrections will be made gladly. John Meyers

Solvers whose comments are reproduced below are: Israel Tzur (IT), Alex Markevitch (AM), Luigi Vitale (LV), Kenneth Davenport (KD), Vladimir Gurevich (VG), CC Frankiss (CCF).

### TWOMOVERS

**T0001** (Markevitch) Set 1...Rxb5 2.Qe3. Key: **1.Qf1!** thr. Kxc4+ 2.e3. 1...Nf5 2.Qf4. 1...Rxb5 2.Qf2. Nicely keyed but with no strategic pairs. Cook try: 1.Bxg7? Qf7!

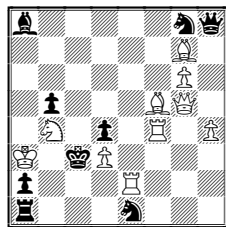
**T0002** (Whitely) **1.Kc6!** thr. 2.Nxg6. 1...Nxf4 2.d4 (Rb5?). 1...Rxf4 2.Rb5 (d4?). 1...Rg2 2.Qd4. 1...Bxf5 2.Qa1. 1...gxf5 2.Qg7. 1...Be4+ 2.Rxe4. A pleasing blend of dual avoidance and line openings.

**T0003** (Aliovsadzade) Set: 1...Nf6 2.Bxg3. 1...dNf4 2.exf4. 1...Nb6 2.exd4. Key: **1.Qb5!** thr. 2.Qxd5. 1...N~ 2.Bxg3. 1...eNf4 2.exf4. 1...Nc5 2.exd4. From WCCT5 theme, three transferred mates between set and actual. (1...Bc5 2.Nc6. 1...Rc5 2.Nd3). For a similar matrix but different treatment, see Charosh's #146 in Robert C. Moore's Two-Move Chess Problems.

**T0004** (Kavnatsky) Try: 1.b6? (2.Nd3/Na4#) 1...Bxd5 2.Nd7. 1... Rxd5 2.Ne4. but 1...Re5! **1.c4!** (2.Ne4/Nd7#) 1...Rxc4 2.Nd3. 1...Bxc4 2.Na4. A reciprocal transfer of threats and mates via Nowotny selfblocks. A beautiful rendering of the Odessa Theme.

**T0005** (Prcic) 1.bR~? (2.Qxd4#) but 1...Nc5! 1.Rc6? Nf5! or 1.Bc8? (2.Qe7#) but 1...Nf5! 1.Bc6? Nc5! The stamp of originality is the wonderful reciprocity between the BN defeats based on White Grimshaw corrections. **1.Ba8!** (2.Qe7#) 1...Nf5 2.Rxd5. 1...Nc5 2.Bxd6. Compare with Petkov's identical use of White's try scheme, but with a more varied Black defensive system. Here, while 2.Bxd4 is the same, two b4N mates act in place of Mike's single WR mate.

Petko Petkov  
1st Pr. *Problemas* 1978



#2

1.fB~? thr. 2.Qc5, but 1...Bd5! So, 1.Be4? 2.Qh5! And 1.fR~? thr. 2.Qd2, but 1...Qh6! So, 1.Re4? Rdl! Key: Rg4!

**T0006** (Vukcevic) Set: 1...fxe6 2.Ng6. 1...Qa5 2.d7. 1...Bxe4 2.f4. Tries: 1.dN~? thr. 2.Qd5. but 1...fxe6! Okay, 1...fxe6 can be dealt with, except for the price of White obstructions: 1.Nc7!? fxe6 2.Rxe6. but 1...Qa5! 1.Nf4!? fxe6 2.Rxe6. but 1...Bxe4! Lastly, a flight-giver does not fail since ...fxe6 allows a change from the set. Key: **1.Nf6!** thr. Kxe6 2.Qd5. 1...fxe6 2.Qc3! 1...Qa5 2.Sd7 and 1...Bxe4 2.Sg4 are further changed. A complex and magnificent exploitation of three set mates. "The best of twomovers. Full knight wheel with corrections and changed mates." (IT)

**T0007** (Youngs) **1.Qb1!** thr. 2.Qh1. 1...Re5+ 2.Be3. 1...Rb2+ 2.Bd2. 1...Be5 2.Qxf5. 1...Rxb1 2.g7. Two lovely Black interferences with check, and a Grimshaw on e5. Cook tries: 1.Rf6? Rxe8+! 1.Qxb8? Bg7! and 1.Qe5? Bxe5!

**T0008** (Youngs) Set: 1...d5 2.Qe7. 1...Kd5 2.Ne6. Key: **1.Qxa5!** thr. 2.Bxa4. 1...d5 2.Be7. 1...Kd5 2.Bc6 - two mates changed. 1...Qf1 2.Ne6 - but only one transferred. Alas, the key makes a Rukhlis impossible anyway.

### THREEMOVERS

**M0001** (Aliovsadzade) 1. Qg8! (thr. 2.Qg5+) Qf5 2.Bc4+! Kxc4+ 3.Ne5#, and 1...Rh5 2.Pc4+! Kxd4+ 3.Bg5#. Two beautiful variations with cross-checks at the end.

**M0002** (Aliovsadzade) 1.Pxe5!

**M0003** (Vukcevic) 1.Nd7! (thr. 2. f6 Rxf6, Bxf6 3. Rxe5#, Nd6#) Qg7 2. Ne8-d6+, and 1... Qg6 2. Nd7-f6+!. A Nowotny threat with two variations with Q-B and Q-R interference. The additional variation, 1... Rg6 2. Qg4+!, contains a R-Q interference.

**M0004** (Vukcevic) 1.f4! (thr. 2. Qf7+ Kf5 3.Nd5#) Kxf6, Kf5 2.Bd5!, Nd5!. Also, 1...Pxf3 ep. 2.Bh3+. Two variations with Nowotny intersections at d5, and only 12 pieces.

**M0005** (Kirtley) 1. Qg1! (Zugzwang) f6, f5 2. Ba7!, Ra1! Pxp 3.Qb6#, Qb1#. A quiet key with two beautiful Bristol clearances for the white queen.

**M0006** (Prcic) 1.Qf7! (Zugzwang) e6, Rf5 2. Qf2!, Qg7+. Nice self blocks: once on e6 and twice on f5.

### MOREMOVERS

**M0007** (Holladay and Wurzburg) (a) 1.Qe4 g5 2. Qf5 and 3. Ne4; 1. - Kf2 2. Nd3+ Kf4 3. Qf4+. (b) 1.Nd3 Kh4 2.Qg1 and 3.Ne5; 1...g5 2. Qe2 and 3. Ne5; 1. - Kh3 2. Ne5 and 3.Qf3. (c) 1.Qf1 g5 2. Kg1! Kh4, Kg4 3.Kg2!, Kh2; 1. - Kg4 2. Kh2 Kg5 3. Ne6+. The best of the four twins. (d) 1.Qf1 g5 2.Ne4+ and 3. Qf2; 1. - Kh4 2.Qg2 Kh5 3.Qg3; 1. - Kh2, Kg4 2.Ne4 and 3.Qf2. In every case, the key is brutal because it takes more flight-squares than it gives.

**M0008** (Prcic) 1.Rxb6! Bxb6 2.Qh8! Ra5 3. Ne5+!. Two critical moves across the Nowotny square on c5. Clearly executed.

**M0009** (Vukcevic) 1.Qb2! (thr. 2. Rxe5+) Nc6 2. Re5+!! Nxe5 3.Rxc5 Nc6 4.Qe5+!! Nxe5 5. d4 Nc6 6.Re5+! Nxe5 7. d5#. White repeatedly sacrifices on e5 until it all ends with a model mate. "A great problem with a hidden key." (LV)

**M0010** (Holladay) One solution is with a mate in one corner: 1. Nf5+ Ke4 2. Re3+ Kf4 3. Kd3 Kg5 4. Ke4 Kg6 5. Be8+ Kh7 6. Bf7 Kh8 7. Rh3#. The other solution is with a mate in another corner: 1. Nf3+ Kc5 2. Ne5 Kb6 3. Rc3 Ka6 4. Rc6+ Ka7 5. Bc8 Kb8 6.Sd7+ Ka8 7. Ra6#. However, there is a lot of detritus on the way to dual-free variations. Also, at least one variation is free of duals until the last move when white has a record of ten mates: in the last sequence, after 4. - Ka5 5.Kc3 Kb5 6. Sc4 Ka4 7. R-anywhere #! Duals and length in this type of problem, takes the joy of solving away. "A wonderful exercise." (KD)

**E0001** (Vukcevic) Here is the thematic try that explains this endgame: 1. Nc2? Bxc2 2. Bxc2 Be1! 3. Kxf8 Bxb4+ 4. Ke8 Kg7 5. Bd1 Kf6 6.Bg4 h5! 7. Bh3 h4! 8. f8=Q+ Bxf8 9. Kxf5 stalemate. White bishop has to hold the f5-pawn before winning the black bishop, but white has also to stop the black pawn. This is possible only by putting the bishop on g4 or h3. In the try, black had time to create a stalemate. In the solution white wins a tempo: 1. Nd3! Bxd3 2.Bxd3 Be1! 3.Kxf8 Bxb4+ 4 Ke8 Kg7 5.Bf1! Kf6 6.Bh3 h5 7.f8=Q+ Bxf8 8.Kxf8 h4 9. Ke8(g8), and white wins because the stalemate is broken.

**E0002** (Vukcevic) This one is full of sacrifices and violence, but is easy to understand if you know about the Nowotny intersection. Otherwise, look at solutions of M0003, M0004, and M0008. White is in dire straits (1... g1=Q, and 2...Ra1#) if something is not done fast. So: 1.Rh8+! Kxh8 2.h7, and now black has a problem because of the threat Nxg6#. However, black is a copy-cat: 2...Ra1+! 3.Kxa1 g1=Q+ 4.Ka2 Qb1+!! 5.Kxb1 Nd1+ 6.Ka1!! (If 6.Ka2? Nc3+ checkmates) 6...Bc3+ 7.Ka2 Rb2+ 8.Ka1!! (If 8.Ka3? Bb4+ checkmates) Rf2+ 9.Kb1 Be4, and both mates by white knight are protected. It looks that black is finally winning. But, here comes Nowotny to the rescue: 10.Bf5!. Is white now winning? No: 10...Rb2+ 11.Ka1! Rb6+ 12. Ka2 Bd5, and once more everything is protected, and again comes Nowotny: 13. Be6!. The draw is by perpetual check and perpetual Nowotny: 13...Rb2+ 14.Ka1 Rf2+ 15.Kb1 Be4 16.Bf5!, and so on forever. "Attempts to defend lead to deadly Nowotny interferences, so black is forced into making a draw by perpetual check." (VG)

### HELPMATES

**H0001** (Kirtley) Black starts: 1.8Ra3+ Bxa3 2.1Ra2 Bxa2#. White Starts: 1. Ba2+ 1Rxa2 2. Ba3 8Rxa3#. Exact reversal of move orders.

"Change of roles of rook and bishops, and change of order of pair of moves." (IT)

**H0002** (Youngs) 1.Ng4 Bxb5 2.Be5 (Ne5?) Bd3#. 1.Nc6 Ne8 2.Ne5 (Be5?) Sf6#. Matching line effects, dual avoidance, models.

**H0003** (Youngs) 1.Rf5 f8B 2.Ng5 Bg7#. 1.Re5 f8N 2.Bf5 Nxh7#. 1.Rd5 f8Q+ 2.Ke5 Qf4#. 1.cxd7 f8R+ 2.Ke7 Rf7#. A UW with 4 model mates.

**H0004** (Feather) 1.Ng6 Bxh6! (Rxc4?) 2.Re3 Ng5#. 1.Nd3 Rxc4! (Bxh6?) 2.Be4 Nd4#. Parallel logic, allowing Somov mates.

H0005 (Holladay) a) 1.Qd7+ Qd6 2.Qg4 Qxe5# b) 1.Qd3+ Qd4 2.Qg3 Qxe4# c) 1.Qb7+ Qc6 2.Qh7 Qxe8# d) 1.Qxb3+ Qc4 2.Q1 Qxe2# Four Q unpin/self-pin/unpin sequences.

H0006 (Meinking) 1.Qc6 Nxc6 2.Kxc4 Nd4# (Na7??). 1.Re5+ Nxe5 2.Kxd4 Nc4# (Ng4??). 1.Qxa7 Nc6+ 2.Kxc4 Nxa7# (Nd4?). 1.Rxg4 Ne5+ 2.Kxd4 Nxc4# (Nc4?). 1.Qb5 Nc6+ 2.Kxc4 Nxa5# (Ne5?). 1.Re3 Ne5+ 2.Kxd4 Nf3# (Nc6?). WCCT-5 theme, in 3 matched pairs.

H0007 (Holladay & Menkis) 1...Bxe6+ 2.Kxg6 Bg5 3.Kh5 Bf7#. 1...Ne7 2.Qc8 Ke5 3.Qf8 Bg6#. 1...Kg5 2.Kg8 Bxe6+ 3.Kh7 Nf8#. 1...Ne5+ 2.Kf8 Bg6 3.Qg8 Nd7#. Cross-shape initial position; variety of play.

H0008 (Aliovsadzade) a) 1.Kb4 Kc7 2.Ka5 Rb8 3.Ka6 Ra8# b) 1.Kg5 Rxc5+ 2.Kh6 Kf7 3.Kh7 Rh5# Ideal-mates on opposite edges.

H0009 (Bales) a) 1.Qg6+ Ng4 2.Kf5 Kf3 3.Bg5 Nd4# b) 1.Qg4+ Kf1 2.Bg3 Ng2 3.Kf3 Nd2# c) 1.Bh6 Nc1 2.Kf4 Kd4 3.Bg5 Ne2# d) 1.Qe6 Ng6 2.Kf5 Kf3 3.Be5 Nh4# e) 1.Kd5 Nc4 2.Qe4+ Kd7 3.Be5 Nb6# f) 1.Be3 Nc1 2.Kd4 Kd6 3.Qe4 Ne2# Ideal-mate echoes, with variety of play.

H0010 (Prcic) 1.Rb3 Nxb3 2.Kd7 Kb7 3.Be8 Nc5# 1.Rb6 Bd8 2.Kd6 Kxb6 3.Bd5 Bc7# W-switchbacks; ideal mates.

H0011 (Aliovsadzade) a) 1.Kc6 Kb2 2.Kb5 Ka3 3.Kc4 Bf1# b) 1.Ke6 Ke2 2.Kf5 Bh3+ 3.Ke4 d3#. Echoed bK flight-patterns ending in ideal-mates.

H0012 (Sargent) 1.Be3 Be1 2.Kd4 Bg3 3.Ne4 Be5#. Letter "E" transformed into "H", per dedication.

H0013 (Wiehagen) a) 1... Rxd3 2.a1N Ra3 3.Sb3 f3+ 4.Kd3 Rxb3#. b) 1... Rh5 2.d2+ Kxd2 3.c1B+ Ke2 4.Bf4 f3#. Composer notes "non-uniform uniformity": bPd3 obstructs by its "mass" and its "power"; Black promotes for "self-sacrifice" and "self-block".

H0014 (Abdurahmanovic) 1...Re4 2.Kc6 Rxe3+ 3.Kd7 Be4 4.Ke6 Bc6#. 1...Be4 2.Kb4 Bxf5+ 3.Kc3 Re4 4.Kd3 Rc4#. Composer notes consecutive W-Grimshaw shown for the first time without double-check mates.

H0015 (Wiehagen) 1.Ng4 Rb3 2.Kd5 Ra3+ 3.Ke4 Bb3 4.Kf3 Bd5#. Minimal force for consecutive W-Grimshaw; ideal-mate. "A super problem." (LV)

H0016 (Donati) Try: 1.Qe4 Nxe7 2.Qb7 Nxg6! 3.0-0-0?? Kb1 4.Nb8 Ne7#. But since all 8 Black pawns, and bBh7, are present, wNc8 must have entered via d6, checking the Black King, thereby making 0-0-0 illegal!

So....: Solution: 1.c6 Nxe7 2.Rd8 Nc8! 3.Qf8 Kb1 4.Ne7 Nd6#. A retro trap to catch the unsuspecting solver. "Best problem of the issue. Dual avoidance in the solution and a castling try shown to be illegal through retrograde analysis." (IT) "Bellissimo!" (LV)

H0017 (Kirtley & Meinking) 1...Nd6 2.Nd5 Nf7 3.Qh7+ Nh6 4.Qe7 Ng4 5.Kd6 Ne3 6.Nd7 Nc4#. Hex-rundlauf by wN without captures; also quadruple-unguard mating square (c4) by Black. NOTE: Mark has now DOUBLED this idea (via twinning) with his USPB #3508, 8/6ppq/pkN5/4r3/2pb1ppl/1p4p1/6Kn/8;b)BPc4 =>g6.

H0018 (Abdurahmanovic) 1.Ng1! Bh8! 2.Nf3 gxf3 3.Kb4 f4 4.Kc5 f5 5.Kd6 fxe6 6.Ke7 exd7 7.Kf8 d8Q#. 1.Nf4 Bd4! 2.Nxg2 Kxg2 3.Ka2 Kf3 4.h1B+ Kxe3 5.Be4 Kd2 6.Bb1 Kc3 7.Ka1 Kb3# Radically different lines; good solver problem.

### SELFMATES

S0001 (Meinking & Brown) 1.Rc6! thr. 2.Nc3+ Kf4 3.Ne2+ Bxe2. 1...gxh4 2.f4+ Kxe4 3.Qxc4+ (Rxc4+?) Bxc4. 1...gxf3 2.Nf4+ Kxe4 3.Rxc4+ (Qxc4+?) Bxc4. 1...c3 2.Nb4+ Kf4 3.Nd3+ Bxd3. From WCCT5, Black opens a White line which White closes. Tight quarters where thrice different lines are thematically plundered. *1.Rb6/Ra6?*, gxf3!

S0002 (Carrol) 1.Ra3! thr. 2.Nxd5+ Kxd5 3.Ra5+ Bxa5. 1...N/Qxg6 2.Nh3+ Qxg4/Nf4 3.Nf2+ Bxf2. 1...d4 2.Qc6+ Ke5 3.Ra5+ Bxa5. 1...Nxg2 2.Ne2+ Nf4 3.Ng3+ Bxg3. Also a WCCT5 candidate, the thematic lines are not readily apparent. Previously published in USPB July 1995.

S0003 (Brown) 1.Nf4! exf4 2.e5+ Kd5 3.Qxf3+ Be4. 1...c3 2.Rd7+ Kxc5 3.Nd3+ Bxd3. To handle the lone 1...c3, White must provide Black with another line opening!

S0004 (Meriwether) Left) 1.aRb6 Kxa3 2.Ra6+ Kb3 3.Ra4 bxc3 4.cRa6 c2. Right) 1.Re8 Kxf6 2.Qf8+ Kg6 3.Qe7 gxh6 4.NRf8 h5. Featuring 3 switchbacks and 3 unblocks for other White pieces.

S0005 (Kirtley) ("S") 1.Rb2+ Kc3 2.Ra2+ Kb3 3.Bb2 c4 4.Ra1 c3 5.Bc1 c2. "G") 1.Kh1 g4 2.Bg1 Kxg3 3.Qe7! Kh3 4.Bh2 g3 5.Bg1 g2. Being a commemorative "SG" pair, these attain better than average play for shapes, especially "G" with the 3 WB switchbacks.

S0006 (Prcic) 1.d8B! h5 2.Bh4 h6 3.Bb6 cxb6 4.Bf2 h4 5.Rf7 h5 6.Rf4 exf4 7.Ke1 f3 8.Qf1 b3. A tricky sequence blending a mixture of seals and releases. That the WK dies on e1 must have surprised a few. "A prize winner?" (LV)

S0007 (Brown) 1.Qd7! Rd6 2.Qf5+ Be5 (a battery, but aimed in the wrong direction!) 3.Qf7+ Re6 4.Rd8+ Bd6 5.Qf5+ Re5 (we've turned it around and now prepare for the bang) 6.c4+ Kd4 7.Qf6 c5 8.Kg3 cxb4 9.Qf2+ Re3. A double-pin checkmate.

### FAIRIES

F0001 (Holladay) Main lines in the strangle hold are: 1.Rd3! c4+ 2.Rxc4 Ka6 3.Rd7 Kb5 4.Rd6 Ka5 5.Rb4; 3...Ka5 4.Rb4 Ka6 5.Ka4. 1...Kc6 2.Kc4 Kc7 3.Ra7+ Kb8 4.dRd7 Kc8 5.aRb7; 3...Kc6 4.dRd7 Kb6 5.dRc7. 1...Kb6 2.Kc4 Kc6 3.Ra7. b) 1.Rf7! h3+ 2.Rxh3 Kg5 3.Rg3+ Kh6 4.Kh3 Kh5 5.Rf6. 1...Kh5/Kg5 2.Kh3 Kg6 3.hRf2 Kh5 4.Rg2 Kh6 5.Kxh4; 3...Kh6 4.Rg2 Kh5 5.Rf6. But not 1.Rf8? h3+! Plenty of play from a neatly twinned setting.

F0002 (Meinking) 1.Re1 Rxe1=(b) 2.Rxe2=(w) Re1 and 1.Bf3 Bxf3=(b) 2.Bxe2=(w) Bf3 are typical *Andernach*. While 1.Na4 Rb2 2.Ra1 Rb1 and 1.Na3 Bc4 2.Bc6 Bd5 are *Anti-Andernach*! All four solutions perfectly compliment each other. Leave it to Dan to make both sides of the coin interesting! "New and elegant." (LV)

F0003 (Guttman) Three BNs in the diagram is no flaw since *Andernach* pieces often change color: 1.Nxc5=(w) Nb3 2.Qxa2=(w) Nd4. 1.Nxb4=(w) Na6 2.Bxa6=(w) b6. 1.Nxe7=(w) Ne4 2.Qxh4=(w) Nd6 and 1.Nxd5=(w) Ne6 2.Bxe6=(w) Nc7. Newman achieves four clever battery mates in a setting where potential cooks are neatly eliminated.

F0004 (Donati) a) 1.O-O-O Kd2 (O-O?) 2.Kb7 Ra1 3.Ka8 Rxa7. For Black to castle, White must have captured RxRh1(Ra8), thus White can't castle. b) 1.Rd8 (O-O-O?) O-O 2.Rd7 Rb1 3.Kd8 Rb8. With d2 blocked and the b-file now open, White must castle while Black (cannot and) has no need to do so. The well-worn castling moves find new life with Circe and Gianni's fine retro touch! "Retrograde analysis shows only one side or the other may castle." (VG)

F0005 (Markevitch) 1.Qe7 Rg8 2.Qb4 Rg1 3.Bg5 Ra1 4.Bc1 Rxa4 5.Ba3 b5 and 1.Qf6+ Kd7 2.Qf8 Rg8 3.Bg7 b5+ 4.axb5 Ke6 5.Qc8+ Rxc8. Superb maneuvering is required to trap the BR twice and force the ...b5 move (and ...Ke6!). Neither finale could be easily forseen. "The most difficult of the issue." (LV)

F0006 (Moulton) a) 1.NRd7 NRe4 2.Gf4 Gf3 3.Gf7 Re8 and b) 1.NRf5 NRc6 2.Gc7 Gb7 3.Gf7 Rg6. Dave kindly breaks the mirroring effect of symmetry by using the WK (avoiding Black NR checks). Students of physics often

claim there's nothing more sterile than symmetry. And the entry sculpture "Symmetry Broken" to the Fermi Lab proclaims this. The solutions here do well to meet this aim.

F0007 (Neumeier) 1.Gg7 fxg7 2.Kg2 g8B 3.Kh1 Bd5 and 1.Kg2 f7 2.Gh2 f8B 3.Kg1 Bc5. The BK twice is "bishopized" in nice echo mates. Using a BG is the perfect economical choice.

### RETROS

R0001 (Volet) The last 5 captures (in retrograde order) were: BPe5xWRd4; WRa6xBPa3; WPG6xBBRh7; WPG3xBBg4; WPC6xBPB7. WQB was captured at home. Therefore B at h2 is promoted WKNP (at b8), requiring 5 captures from g2 to b7. BP at d4 made 2 captures; with capture of the WQB, accounting for all 3 by Black. Thus neither BQRP nor BQNP left its file; BQRP was captured on the a file and BQNP was captured on b7 by WKNP. Remaining 2 White captures were by WKRP, which didn't reach the e file, and thus was not captured by BP at d3 (even assuming that BP originated at f7); WKRP must have captured to g file, then back to the h file, and promoted at h8. BK cannot retract to first rank and exit SW corner without a unit on b1 to shield it from WQ. Only a BN could retract to b1 (from a3). That BN must be uncaptured by either WKNP retracting from b7 (after unpromotion at b8) or WKRP. Consider retraction Pc5xd4. So situated, the P blocks the return to b8 of the promoted WB. The further retraction Pc6-c5 would put the BP in the way of the WKNP, and Pb6xc5 would prevent the retraction of the B to b8. Therefore, the P at d4 is BKBP. Black has time pressure in the diagram. Consider the attempted retraction 1.Ra6-a8, Pe5xRd4 2.Rh6-a6, Pe6-e5 3.Rh8-h6, Pf7xe6, which lacks sufficient Black tempi to unpromote the R and uncapture. It is necessary to provide Black tempi by uncapturing the BQRP. Retract 1.Ra3-a8, Pe5xRd4 (not Pe5xN, as an N would need to undeliver check immediately, wasting a needed tempo) 2.Ra6-a3, Pa4-a3 (not Pe6-e5, as the BP would then block the WR's path to h8) 3.Rh6-a6, Pe6-e5 4.Rh8(=P)-h6, Pa5-a4 5.Ph7-h8, Pa6-a5. The BQRP cannot now retract to a7 without blocking access to b8 of WB at h2. But BQB must return to c8 before Pb7-b8, as the next move of the WKNP is Pc6xBp7, which would exclude the BQB. Indeed, Pb7-b8 seals the Northwest corner against the return of the BQR (unless it, too has earlier returned) and, if Black has retracted Pf7xe6, also seals the North against the return of the BK and BQ.

Moreover, if the BKRP retracts to h6 (retract to the removal of the WK) the Northeast will be sealed against the return of the BKR. W has only 2 captures by the WKRP, which must account for the returning BQB and BQR. Black cannot now retract either its QRP (blocking the unpromotion) or KRP (locking out the BKR), so White must recapture a moving Black unit on its next retromove. Continue 6.Pg6xRh7 (not Pg6xB, as Black would have no available retro move from h7), Rh8-h7. The next uncapture must be of the BQB, and that could only have been Pg3xBg4. The BQR and BQB return to their home squares, the WB unpromotes, and W retracts Pc6xPb7. The WKNP can then uncapture a BN to screen at b1 and liberate the BK.

**R0002** (Juel) Both sides made an even number of moves, so black moved last. But no last move is available for black, so the position is illegal. Removing the queen gives black Kd8-e8 as a last move. Removing any other non-king invalidates the parity argument, again rendering the position legal. BUT COOKED (Olli Heimo):

N1bqkb1n/rppppppr/p5Np/16/P6P/RPPPPPPR/2B1KBn1

**R0003** (Donati) The bP's have captured all 15 units. Therefore Black's last move could not have involved the capture of a White unit by Bx(?)a3 or R(b4)x(?)a4. Retract 1.c4xb3 e.p. b2-b4 2.Rb4-a4+ Kd4-c5 3.Nd6-b5+ Kc5-d4.

### PROOF GAMES

**P0001** (Kirtley) 1.b3 g6 2.Bb2 Bg7 3.Ba3 Bxa1 4.Bc1 Bc3 5.dxc3 b6 6.Kd2 Ba6 7.Qe1 Bb7 8.Kd3 Bc8 9.Kc4. A tempo switchback is performed by each side. "Identical maneuvers of Bc1 and Bc8." (IT)

**P0002** (Moulton) 1.h4 a5 2.h5 a4 3.Rh4 Ra5 4.Rb4 Rxb5 5.d4 d5 6.Qd3 Be6 7.Qe4 dxe4 8.Bg5 Bxa2 9.Bf6 Bd5 10.Ra3 Rh1 11.Rf3 h5 12.Rf5 h4 13.f4 h3 14.Kf2h2 15.Kg3 Rh3+ 16.Kg4 Ra3 17.e3 Ra1 18.Be2 a3 19.Bd1 a2. BUT COOKED: 1. d4 a5 2. Qd3 Ra6 3. Qe4 d5 4. h4 de4 5. h5 Be6 6. h6 Ba2 7. Rh5 Rh6 8. Rf5 Bd5 9. Bg5 Rh1 10. Bf6 h5 11. Ra4 h4 12. Rb4 h3 13. f4 h2 14. Kf2 a4 15. Kg3 Rh3 16. Kg4 Ra3 17. e3 Ra1 18. Be2 a3 19. Bd1 a2 (Joost de Heer) 1. d4 d5 2. Qd3 Be6 3. Qe4 dxe4 4. h4 Bxa2 5. h5 Bd5 6. h6 a5 7. Rh5 Ra6 8. Rf5 Rxb6 9. Bg5 Rh1 10. Ra4 h5 11. Rb4 h4 12. f4 h3 13. Kf2 h2 14. Kg3 Rh3+ 15. Kg4 Ra3 16. e3 Ra1 17. Be2 a4 18. Bd1 a3 19. Bf6 a2 (van den Heuvel).

**P0003** (Linvat) g1-g2-f2-f3-e3-e4-d4-d5-c5-c6-b6-b7-a7-a8. The WKR performs a complete staircase in this non-strict proof game. A sample game: 1.d3 e2 2.Bh6 Qg5 3.c4 b5 4.Nc3 Bb7 5.Qc2 Qc1+ 6.Nd1 Bb4+ 7.Bd2 d6 8.g3 Kd7 9.Nh3 Ne7 10.Rg1 Bh1 11.f4 Kc6 12.Rg2 Nd7 13.Rf2 Rb8 14.Rf3 Rb6 15.Re3 Ra6 16.Re4 Ra3 17.Rd4 Rb3 18.Rd5 Kb6 19.Re5 Ka5 20.Rc6 Ka4 21.Rb6 a6 22.Rb7 Rb8 23.Ra7 Rb6 24.Ra8 BUT COOKED (by van den Heuvel and Heimo, at least): 1. d3 e2 2. Bh6 Qg5 3. Nc3 a6 4. Qb1 Qc1+ 5. Nd1 Bb4+ 6. Bd2 d6 7. g3 Kd7 8. Nh3 Kc6 9. f4 Kb5 10. Bg2 Ka4 11. Rf1 b5 12. Rf3 Nd7 13. Re3 Rb8 14. Re5 Rb6 15. Bf1 Rc6 16. Rh5 Rc3 17. Rc5 Rb3 18. Rc6 Bb7 19. Rb6 Bh1 20. Rb8 Ne7 21. Ra8 Rb8 22. c3 Rb6 23. c4 e5 24. Qc2 The path of wRa8 is not unique, see e.g. White's 16th move. This proof game is even not a shortest proof game, as the next game leads to the same position one whole move faster! 1. d3 e2 2. Bh6 Qg5 3. Nc3 a6 4. Qb1 Qc1+ 5. Nd1 Bb4+ 6. Bd2 d6 7. g3 Kd7 8. Nh3 Kc6 9. f4 Kb5 10. Rg1 Ka4 11. Rg2 b5 12. Rf2 Nd7 13. Rf3 Rb8 14. Re3 Rb6 15. Re4 Rc6 16. Rd4 Rc3 17. Rc4 Rb3 18. Rc6 Bb7 19. Rb6 Bh1 20. Rb8 Ne7 21. Ra8 Rb8 22. c4 Rb6 23. Qc2 Also in this shorter game the path of wRa8 is not unique. White can also play Bg2 Rf1 Rf3 Bf1 instead of Rg1 Rg2 Rf2 Rf3. "Very good theme, pity it is not exact." (CCF)

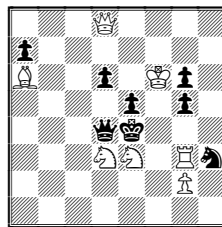
**P0004** (Heimo) 1.a4 b5 2.Ra3 b4 3.Re3 b3 4.a5 bxc2 5.b4 h5 6.Ba3 c1=Q 7.b5 Qc6 8.b6 Qf3 9.gxf3 c5 10.Bh3 c4 11.Kf1 c3 12.Kg2 c2 13.Kg3 c1=Q 14.Kf4 Qcc7+ 15.Ke4 Qg3 16.Be6 d6 17.Bc4 Be6 18.hxg3 Nd7 19.Rh4 Re8 20.Rg4 h4 21.b7 h3 22.b8=Q h2 23.Qb2 h1=Q 24.Qf6 Qh6 25.Nh3 Qf4+ 26.gxf4 exf6 27.Ng5 Bf5+ 28.Kd5+ Qe7 29.Rxe7+ Five active Queen sacrifices! "Difficult! 4 promotions to queen and royal battery firing at the end. Quite an action finale." (CCF)

### REMINDER

Solutions for SG3 are due by December 1<sup>st</sup>, 1998. The maximum number of points for any one problem is seven. The points from StrateGems are added to the points from Chess Life ("Key Krackers") edited by David L. Brown. The use of computers is not allowed.

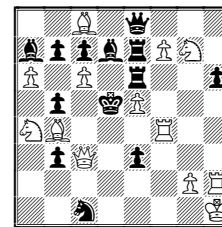
**WCCT6 Results: Moremovers and Studies**  
The theme for the Moremovers was: "A black piece (not a pawn) moves to a square "x" and then leaves it. Subsequently a white piece (not a pawn) occupies the same square "x" where it is captured". The winner was a trio from Ukraine. The second place went to Russia and third to Hungary. The highest placed U.S. entry was Dr. Milan Vukceovich's twentieth place.

First Place, Ukraine  
L. Lyubashevsky  
S. Tkachenko, V. Rudenko



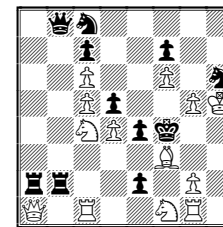
#4

Second Place, Russia  
A. Kuzovkov



#4

Third Place, Hungary  
G. Cseh, A. Koranyi



#14

#### First Place

1.Qc8? (2.Qg4+), 1...Qxe3 2.Qc4+ Qd4 3.Bb7+ d5 4.Bxd5# 1...Qxd3 2.Bxd3+ Kxd3 3.Qc2+ Kd4 4.Qc4#, 1...Qa4! 1.Qa5! {2.Qd2! (3.Rg4+ Nf4 4.Nf2#) Qxe3 3.Qxe3+ Kd5 4.Nb4#}, 1...Qxe3 2.Qb4+! Qd4 3.Re3+ Kxe3 4.Qe1#, 1...Qxd3 2.Qa4+! Qd4 3.Bd3+ Kxd3 4.Qc2#, (1...d5 2.Nf5 gxf3 3.Qe1+)

#### Second Place

1.g3! (2.Rd2+ exd2 3.Qf3+), 1...Bxc6 2.Rh5! Bd7 3.Qc6+! Kxc6 4.Bxb7#, (3...bxc6/Bxc6 4.Nc3#, 3...Rxc6 4.e6#), 1...Rxe5 2.Bxb7! 5Re6 3.Qe5+! Kxe5 4.Rh5#, (3...Rxe5 4.Nc3#)

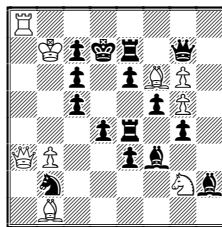
#### Third Place

1.g3+! Kf5 2.Bg2 {3.c(f)Ne3+ 4.Bh3#} Ke6 3.Bh3+ Nf5 4.Bxf5+ Kxf5 5.cNe3+! (5.fNe3+? Ke6 6.Nf5 dxc4!) Ke6 6.Nf5 Kxf5 7.Ne3+ Ke6 8.Nf5 Kxf5 9.cRf1+! (9.gRf1+? exf1Q 10.Rxf1 Ke6 11.Rf5 Rh2+ 12.Kg4 Rh4+!) Ke6 (9...exf1Q? 10.Qxf1+ 11.Qh3#) 10.Rf5 Kxf5 11.Rf1+ Ke6 (11...exf1Q? 12.Qxf1+ 13.Qh3#) 12.Rf5 Kxf5 13.Qh1! Ke6/e3 14.Qh3/Qxd5#, (1...Kxf3? 2.Nh2+ Kf2 3.cRf1+ 4.Qxf1#, 2...e3?3.Nxe3+ 4.Bh3+ 5.BxN#, 2...exf1Q?? 3.c(g)Rxf1+ 4.Bh3+ 5.Bxg4#, 2...Ng4?? 3.c(f)Ne3+ Ke6 (3...Nxe3 4.Bh3+ 5.Bxg4#) 4.Bh3 5.Bxg4+ 6.Bxf5#)

#### Fourth Place

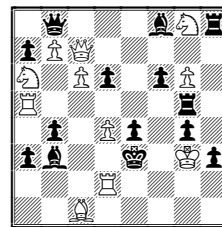
1.Rd8+? Kxd8 2.Qa8+ Kd7 3.Qc8+ Kd6!, 1.Qa6! (2.Qxc6#), 1...Rf4 (1...Re5? 2.Be4! Bxe4 3.Qa5) 2.Qa5 (3.Qxc7#) 2...Re4 (2...e5? 3.Nxf4 Bxf4/exf4 4.Bxf5+ Kd6 5.Rd8+ Rd7 6.Qxc7+ Kd5 7.Qxd7+/Rxd7+ Qxd7+/Qxd7 8.Rxd7/Qxd7#, 2...Kd6? 3.Rd8+ Rd7 4.Qxc7+ Kd5 5.Qxd7+/Rxd7+ Qxd7+/Qxd7 6.Rxd7/Qxd7#) 3.Nf4 (4.Qxc7#) Bxf4 (3.Kd6? 4.Rd8+ Rd7 5.Qxc7+ Kd5 6.Qxd7+/Rxd7+ Qxd7+/Qxd7 7.Rxd7/Qxd7#) 4.Qa6 (5.Qxc6#) Re5 5.Be4! (6.Qxc6#) Bxe4 6.Qa5 (7.Qxc7#) Rd5 (6...Kd6? 7.Rd8+ Rd7 8.Qxc7+ Kd5 9.Qxd7+/Rxd7+ Qxd7+/Qxd7 10.Rxd7/Qxd7#) 7.Be5! (8.Qxc7#) Qxe5/Bxe5 8.Qa6 (9.Qxc6#) Qd6/Rd6 (8...R~ 9.Qxc6+ Ke7 10.Re8#) 9.Rd8+! Kxd8 10.Qa8+ Kd7 11.Qc8#

Fourth Place, Germany  
H.P. Rehm



#11

Twentieth Place, U.S.A.  
Dr. M. Vukceovich



#7

#### Twentieth Place

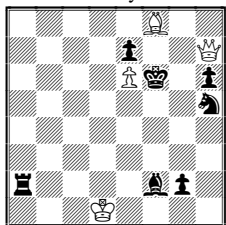
1.Rd5! (2.Rc2+ Kd3 3.Nxb4#), 1...Rxd5 2.Nxf6 Rg5 3.Nd5+ Bxd5! 4.Nxb4 Bb3 5.Nd5+ Rxd5/Bxd5 6.Qf7/Qa5 Rf5 Bc4 7.Qxb3/Qxg5#, 1...Bxd5 2.Nxb4 Bb3 3.Nd5+ Rxd5 4.Nxf6 Rg5 5.Nd5+ Rxd5/Bxd5 6.Q7/Qa5 Rf5/Bc4 7.Qxb3/Qxg5#

The theme for the Studies is: "White wins by avoiding a stalemate, the black king must be away from the edge of the board in the stalemate". There were 86 participants, but only 40 compositions were considered. The winners were: 1. Russia, 2. Romania and 3. Czech Republic. No U.S. entry placed in the top 24.

### First Place

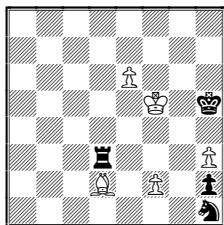
1.Qxh6+? Kf5 2.Qxh5+ Ke4 (2...Kf4? 3.Bh6+ Kg3 4.Qe5+ Kh3 5.Qf5+ Kh2 6.Bf4+ Kg1 7.Qb1 Kh1 8.Qh7+ Kg1 9.Qxe7+ wins) 3.Qg4+ Kd3! 4.Qg6+ Kc3! 5.Qxg2 Rd2+ 6.Kc1 Rc2+ 7.Kb1 Rb2+ 8.Ka1 Bd4! 9.Qe4! Rb6! 10.Bxe7 (10.Qe2!? Rb2) 10...Kc4+! 11.Ka2 Rb2+ 12.Ka3 Rb3+ 13.Ka4 Rb4+! 14.Bxb4 stalemate (14.Ka5 Rb5+ 15.Ka6 Rb6+ 16.Ka5 Rb5+); 9.Qd5! Rf2! 10.Bh6! Kd3 11.Kb1 Rb2+ 12.Kc1 Rc2+ 13.Kd1 Rd2+! 14.Bxd2 stalemate (14.Ke1 Re2+ 15.Kf1 Rf2+ 16.Ke1 Re2+); **1.Q17+! Ke5!** (1...Kg5 2.Bxe7+ Kg4 3.Qg6+ Kf4 4.Bd6+ Ke3 5.Qxg2) **2.Qxh5+ Ke4** (2...Kd6 3.Qh2+ Bg3 4.Qxg3+ K~ 5.Bg7) **3.Qg4+ Kd3!** **4.Qg6+!** (4.Qf3+? Be3 5.Qd5+ Bd4) **Kc3!** **5.Qxg2 Rd2+** **6.Kc1 Rc2+** **7.Kb1 Rb2+** **8.Ka1 Bd4!** **9.Qe4!** (9.Qxb2+? Kc4 10.Bxe7 Bxb2+ 11.Kxb2 Kd5 12.~ Kxe6, 9.Qd5!? Rf2 10.Bxh6 Kd3+! 11.Kb1 Rb2+ 12.Kc1 Rc2+ 13.Kd1 Rd2+! 14.Bxd2 stalemate, 14.Ke1 Re2+ 15.Kf1 Rf2+ 16.Ke1 (16.Kg1? Rf5+) 16.~ Re2+) **9.~Rb6!** **10.Bxe7!** **Kc4** **11.Ka2 Rb2+** **12.Ka3 Rb3+** **13.Ka4 Rb4+** **14.Bxb4** wins.

First Place, Russia  
V. Kozyrev



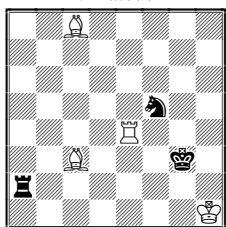
Win

Second Place, Romania  
E. Dobrescu



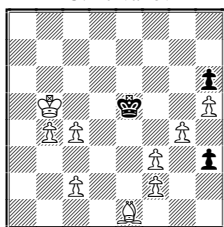
Win

Third Place, Czech Republic  
M. Matous



Win (black to play)

Fourth Place, Russia  
O. Pervakov



Win

### Second Place

**1.e7 Rd5+** (1) **2.Kf4!** (2) **Rd4+** (3) **3.Kf3** (4) **Re4** (5) **4.Kxe4 Nxf2+** (6) **5.Kf5!** (7) **h1Q** (8) **6.e8Q+ Kh4** **7.Qh8+ Kg3** **8.Bf4+ Kg2** **9.Qg7+** (9) **Kf1** **10.Qa1+ Kg2** **11.Qxh1, 12.h4** wins; (1) 1...Nxf2 2.e8Q+ Kh4 3.Bf4 Rd5+ 4.Kg6 wins, 1...Kh4 2.Bf4 wins. (2) 2.Ke(f)6? Nxf2 3.e8Q+ Kh4 4.Qh8+ Kg3 5.Bf4+ Kxf4 6.Qb8+ Kf3 7.Qxh2 Rh5 8.h4 Ng4 9.Qh3+ Kf4 draw, (3) 2...Nxf2 3.e8Q+ Kh4 4.Qe7+ Kxh3 5.Qe6+ Kg2 6.Qxd5+ Kf1 (6...Kgl 7.Be3) 7.Kg3 wins, (4) 3.Ke5? Nxf2 4.e8Q+ Kh4 5.Qh8+ Kg3 draw, 3.Ke3? Rd3+ 4.Ke2 Rxd2+ 5.Kxd2 Nxf2 6.e8Q+ Kh4 draw, (5) 3...Rd3+ 4.Be3 wins, (6) 4...Ng3+ 5.Kf4 Ne2+ 6.Ke3 wins, (7) 5.Kf4? Kh4!! (5...Nhx3+ 6.Kg3, 5...h1Q 6.e8Q+ Kh6 7.Kf5+) 6.e8Q Nhx3+! (6...Nd3+ 7.Kf5 h1Q 8.Qd8+ Kxh3 9.Qxd3+ Kg2 10.Qe4+, 6...Kxh3? 7.Qg6) 7.Kf5 h1Q 8.Be1+Nf2! 9.Qh8+ (9.Bxf2+ Kh3 10.Qh8+ Kg2 11.Qa8+ Kh2 12.Bg3+ Kg1 13.Qa7+ Kg2 14.Qf2+ Kh3 15.Be5 Qb1+ 16.Kf6 Qd3! draw) 9...Kg3 10.Qxh1 stalemate, (8) 5...Kh4 6.e8Q Kxh3 7.Qe3+ Kg2 8.Be1 wins, (9) 9.Qg8+? Kf1 10.Qc4+ Kg2 11.Qg8(c6,d5)+ Kf1(xh3) draw.

### Third Place

**1...Rh2+ 2.Kg1 Rg2+ 3.Kf1 Rc2!** (3...Rf2+ 4.Ke1) **4.Be5+!** (4.Be1+? Kf3 5.Bxf5 Rf2+ 6.Bxf2 stalemate, 6.Kg1 Rg2+ 7.Kh1 Rh2+ 8.Kxh2 stalemate) **4...Kf3 5.Bxf5!** (5.Rf4+? Ke3 6.Bxf5 Rf2+! 7.Rxf2 stalemate) **5...Rf2+ 6.Kg1!** (6.Ke1? Re2+! 7.Rxe2 stalemate) **6...Rg2+! 7.Kh1 Rg1+! 8.Kh2** (8.Kxg1? stalemate) **8...Rg2+ 9.Kh3 Rg3+ 10.Kh4** wins, (10.Bxg3? stalemate); **1...Nh6 2.Be1+ Kf3 3.Bb7 Ra7 4.Bc6** wins; **1...Rc2 2.Be5+!** wins, (2.Be1+? Kf3 3.Bxf5 Rh2+! 4.Kxh2 stalemate).

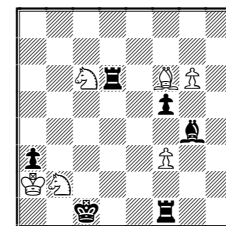
### Fourth Place

1.c5? h2 2.c6 Kd6 3.Kb6 h1Q 4.c7 Kd7 5.Kb7 Qxf3, **1.g5! h2** (1...hxg5 2.h6 h2.3.h7 h1Q 4.h8Q+ Qxh8 5.Bc3+ ~ 6.Bxh8) **2.gxh6** (2.g6? Ke6 3.g7 Kf7) **h1Q** (2...Kf6 3.Bc3+ 4.h7 5.h8Q) **3.h7 Qxh5 4.h8R!** (4.h8Q? Kxf4+! 5.Qxh5 stalemate) **4...Kd4+!** **5.Ka4!!** (5.Rxh5? stalemate) **Qxh8** (5...Qxf3 6.Rh4 wins) **6.Kb3 Q~ 7.Bc3#** (6...Ke5 7.Bc3 wins).

### Fifth Place

**1.g7 Bxf3** [1...Rxf6 2.Nd3+ Kd2 3.cNe5! ~ 4.g8Q wins, 1...axb2 2.Bxb2+ Kc2 3.g8Q Rxc6 4.Qb3+ ~ 5.Qd5+ wins) **2.Bg5+** (2.g8Q? Bd5+) **2...f4!** **3.Bxf4+ Kc2 4.Nb4+ Kc3 5.Be5+!** (5.g8Q? Ra1+ 6.Kxa1 axb2+ 7.Ka2 (7.Kb1 Be4+ wins) Ra6+! (7...Bd5+? 8.Nxd5) 8.Nxa6 Bd5+! 9.Qxd5 b1Q+ 10.Kxb1 stalemate, 10.Ka3 Qb4+ 11.Nxb4 stalemate, 5.Na4+? Kb4! 6.Bxd6+ Kxa4 7.g8Q Bd5+! 8.Qxd5 Rf2+ 9.Kb1 a2+ 10.Ka1 Rf1+ 11.Kxa2 Ra1+ 12.Kb2 Rb1+ 13.Kc2 Rc1+ 14.Kd2 Rd1+ 15.Kxd1 stalemate) **5...Kxb4 6.Bxd6+ Kc3!** [7.g8Q? Ra1+ (7...Bd5+ 8.Qxd5) 8.Kxd1 axb2 9.Ka2 Bd5+ 10.Qxd5 b1Q+ 11.Kxb1 stalemate, 7.Be5+? Kc2! 8.g8Q Bd5+! 9.Qxd5 Ra1+! 10.Kxa1 axb2+ 11.Bxb2 stalemate) **7.Na4+! Kd4 8.Be5+** [8.Nb6(c3)? Rg1] **8...Ke5 9.Nb6!** wins, (9.Nc3? Bh5!) 9...Bh5 10.g8Q (Nc4+) Bf7+ 11.Nc4! wins.

Fifth Place, Ukraine  
V. Gorbunov & V. Rudenko



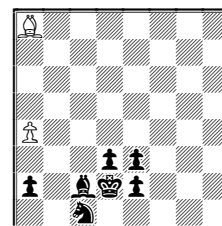
Win

## StrateGems 2<sup>nd</sup> Theme Tourney (SG2TT) Announcement

Repeat from SG2

StrateGems announces its second theme tourney, for orthodox helpmates of any length with No White King (NWK). It is recommended, but not required, that each entry include an explanation (or "rationale") for the composer's use of NWK. [Entries](#) to Rolf Wiehagen: Triftstr. 102, D-67663 Kaiserslautern, Germany. [Deadline](#): December 1, 1998 (1998/12/1). [Prizes](#): Free SG subscriptions will be awarded to the top 3 finishers; 1<sup>st</sup> 3 years, 2<sup>nd</sup> 2 years, 3<sup>rd</sup> 1 year. [Judge](#): Dr. Hans Gruber. Two examples of the theme, both originals by D.Meinking, are shown below.

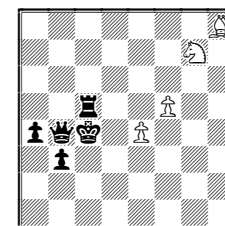
No. 1



H#5

1.a1Q! a5 2.Qh8 a6 3.Qxa8 a7  
4.Qh1 a8Q! 5.Qd1 Qa5#

No. 2



H#4 2 solutions

1.Rc7! f6 2.Rxg7 f7 3.Rg5! f8Q 4.Rc5 Qf1#  
1.Qb7! F6 2.Qxg7 f7 3.Qc3! f8Q 4.Qb4 Qf1#

NWK rationale: Allows theme (4 corner bQ play) to be shown in ideal-mate form.

NWK rationale: Save 4 units, +wKh1, +bPh2h3h4

PLEASE REPRINT



# Turning the Delight into the Statement!

(Part 2) by David L. Brown

Following the introduction of the Modelmate, Idealmate and Pin-Idealmate stipulations last issue, we can now turn to the other new stipulations found in Fairybadix. These include Capture (Cap), Win a Piece (WAP), Check (Chk), Double-check (DChk), and Ziel (or target). Remember, these natural fundamentals of chess can now be the sole objective of a problem. These goals should be self-explanatory, perhaps with the exception of Ziel in which the requirement is to simply occupy a designated square. And, *Piece* means to include Pawns.

This is a good time to also realize that the driving engines (Direct-, Help-, Self, Series, etc.) will be combined with these stipulations. For instance, we would treat "Capture" (Direct implied!) as White trying to capture any Black piece, with Black resisting. Just as we use the term *directmate* (or simply just *mate*), we call this *direct-capture* (or just *capture*). But, there can also be problems which stipulate Self-capture, where (as in Selfmate) we force Black to capture a white unit. Whole new unexplored families of such problems await! Consider things like a Series-Help Double-check, whereby Black would play 'n' consecutive moves to help White play deliver double-check.

When using Capture, Win a Piece or Ziel, neither of the Kings is required for a solution. In fact, the Ks can even be absent. However, in such cases we'd lose all the fun of employing the interactive play the majesties elicit.

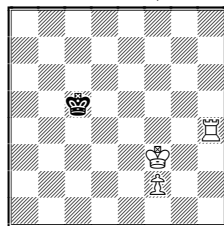
## Circe

Before exploring some examples, here is a good place to discuss Circe. Several of the illustrations use the Circe *piece rebirth* concept and profoundly affect the other new stipulations. To new readers, here is the definition of Circe (normal): captured pieces are not actually "won", but are re-born on their own beginning squares: the Q on her home square, while R,S, and B on the color of the captured square, and Pawns on the same file; while fairy pieces are reborn on the "promotion" square of the file on which they are captured. If the rebirth square is occupied, the piece is then won and is removed from the board. In all cases of Circe, if the reborn man were to give check to the capturing side (self-check), then the move is illegal.

In addition to normal Circe, there is a whole sub-class of ways pieces can be reborn. Here is a list of all those that can be used in Fairybadix: Couscous, Diagram, File, Hmirror and Vmirror, PW (or Exchange), Spiegel, and Symmetric. Plus, there are two further sub-conditions which may apply to any of the Circe group, including: Strict and RI (Rex Inclusive). Since all are only slightly different, there's no need to show them now. Now for some actual examples.

In No.1, the stipulation is: Series Self-Capture in 8 moves. Thus, White will make 8 consecutive moves, after which Black will be *forced* to capture a White piece. The Self-Capture idea runs parallel to the Selfmate, where Black would resist. To solve this, Black will be gripped in a simple block, leaving him with only a capturing move.

No.1 Andre Minost  
Problem Kiste, 1994

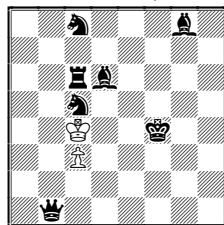


Series S-Cap in 8

1.Rb4 2.Ke4..7.f8R! 8.Rf6 Kxb4

In No. 2, clearly, the lone WP must be the captured piece, but will need to promote to be forceful enough. So, the WK must first make long switchback runs to clear a path.

No.2 Tomislav Petrovic  
Problem Kiste, 1993

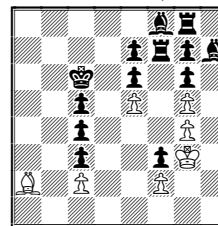


Series S-Cap in 65

1.Kd4 2.c4 3.Kc3 ... 13.Kxg8 ... 26.Kxc6 ...  
42.Kxc8 ... 58.Kxd6 59.Kxc5 60.Kd4 ...  
64.c8Q 65.Qg4+ Kxg4.

No.3, if either side can check on-the-move he is compelled to do so. Thus, White must avoid playing Bb3? (or Bxc4?) else it is HE who must check.

No. 3 Milos Tomasevic  
Problem Kiste, 1993

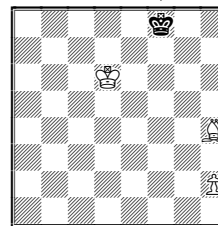


Series R-Chk in 44

White would like to play Ke4, compelling Rf4+, but without assistance from the WB, there's no way to play this. So, instead the WK must kill the f7R and make a BP give check: 8.Ka1 9.Bb1 ... 20.Kxf7 ... 31.Ka1 32.Ba2 ... 41.Kxf3 42.Ke4 43.f4 44.f5 Pxf5+.

In No.4, White seeks to play a Series Double-check in 12, and of course must avoid giving a single check along the way.

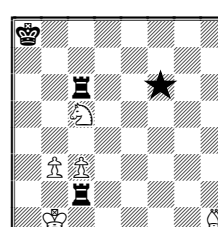
No. 4 Zdenek Oliva  
Problem Kiste, 1944



Series D-Chk in 12

1.Bg5 ... 6.h8N! 7.Nf7 8.Nh6 9.Nf5 10.Ng7  
11.Bh6 12.Ne6++.

No. 5 Sketch

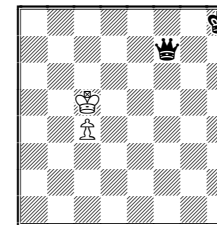


Ziel-f6 in 3

In this simple illustration, White merely wants to move to the Ziel (or target) f6. But watch the following tries: 1.Bxc6+? Kb7? 2.Nd7+, but 1...Ka7! nor 1.Ne4? Rb2+? 2.Kxb2, but 1...Rc1+! 2.Kxc1 Rxc3+. So, all that's left is: 1.Nd7 Rb2+/Rc1+ 2.KxR K~ 3.Nf6.

The Circe condition in No.6 makes things tougher and more interesting.

No. 6 Andre Minost  
Problem Kiste, 1994

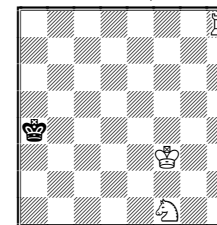


Series S-Chk in 16 Circe

1.Kb6 ... 4.c7 ... 7.Kd8 8.c8Q so far the WK & WP have interferred for each other. 9.Qd7 ... 12.Ke5 (on 13.Qe8+? Black has several non-checking replies) 13.Qxf7 (Qd8) 15.Kg6 16.Qe8+ Qxe8+.

No.7 calls for a Series Help Double-check in 21 with Circe. Notice how the BK path is effortlessly guided by such minimal to form the new white battery!

No. 7 Zdenek Oliva  
Problem Kiste, 1993

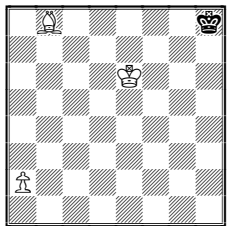


Series H-DChk in 21 Circe

5.Kxf1 (Nb1) ... 14.Kxh8 (Ra1) ... 21.Kd1 Nc3++.

In non-circe, there's no difference between Capture and Win-a-piece. But in Circe, you might capture a piece, but not win it! In No.8 this distinction is seen at move 7 where simple capture is forced, but not yet won!

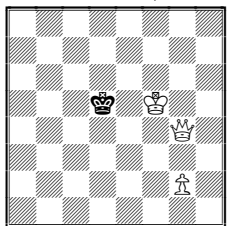
No. 8 Michael Olausson  
Problem Kiste, 1993



Series S-WAP in 10 Circe

5.a8R 6.Ra7 7.Rg7 8.Be5 9.Ba1! (the WR must be denied rebirth) 10.Ke5 Kxg7.

No. 9 Michael Olausson  
Problem Kiste, 1993

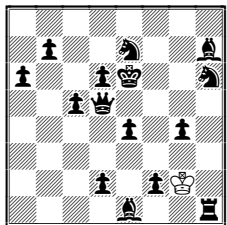


Series S-WAP in 11 Circe

1.Qb4 ... (2.Qc5+? doesn't yet get the job done since Kxc5 (Qd1!)) 6.g8N! 7.Nh6 ... 10.Nd1 11.Qc5+ Kxc5.

No.10 is a beautifully constructed maze with a well-situated d5Q.

No. 10 Unto Heinonen  
Problem Kiste, 1993

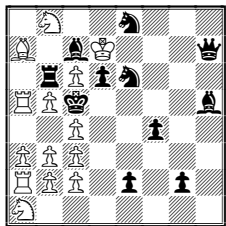


Series WAP in 82 Circe

First, we must create an interference 17.Kxh7 (Bc8) ... in order to strip away 35.Kxh1 (Ra8) ... which unguards 51.Kxh6 (Nb8) ... so we can reposition a BP 67.Kxg4 (Pg7) ... to permanently kill it with 82.Kxg7.

The white pieces in No.11 are mostly locked. And the WK must run the gauntlet to provide 3 interferences.

No. 11 Unto Heinonen  
Problem Kiste, 1993

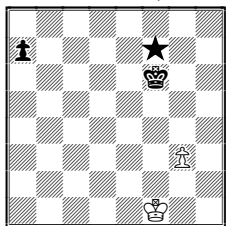


Series WAP in 95 Circe

1.Kc8 2.Ra4 3.Rb4 ... 6.axb6 (Rh8) ... 11.Ka3 12.Ra4 13.Ra6 14.Ka4 15.Ka5 16.Ra4 17.Rb4 (This "box" of WPs that entrap the two WRs which the WK must run through is known as the Zepler Mechanism) ... 26.Kxg2 (Pg7) ... (and the WK runs back through the Zepler box to) ... 48.Kxe6 (Ng8) ... (and back through the box again) ... 74.Kxf4 (Pf7) ... (once more through the box for) ... 95.Kxe8.

In Circe-Exchange, the captured piece is reborn on the square just vacated by the capturer. If a P is reborn on a promotion square, the capturer decides the promotion.

No. 12 Andre Minost  
Problem Kiste, 1994



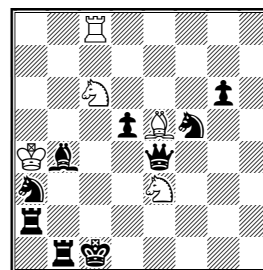
Series Ziel-f7 in 42 Circe-Exchange

For the WP to reach the target square f7, it must get on the h-file via capture. To do this, the WK must escort the a7P over to h4 using Circe-Exchange: ... 5.Ka6 6.Kxa7 (Pa6) 7.Kb6 8.Kxa6 (Pb6) 9.Kb5 10.Kxb6 (Pb5) 11.Kc5 12.Kxb5 (Pc5) 13.Kc4 14.Kxc5 (Pc4) 15.Kd4 16.Kxc4 (Pd4) 17.Kd3 18.Kxd4 (Pd3) 19.Ke3 20.Kxd3 (Pe3) 21.Ke2 22.Kxe3 (Pe2) 23.Kf2 24.Kxe2 (Pf2) but wait. It takes too long to get the BP to h4, so, we promote it! 25.Kf1 26.Kxf2 (f1N!) 27.Kg2 28.Kxf1 (Ng2) ... 31.Kh3 32.Kxg2 (Nh3) ... 35.Kh4 36.Kxh3 (Nh4) 37.gxh4 (Ng3) ... 41.h8N 42.Nf7. Double-N promotions!

## Looking for "new" in the past by Rauf Aliovsadzade

In my article: "Using Orthodox Themes in H#2s" (The Problemist, September, 1985) there were several helpmates in two which used themes from the vast orthodox arsenal (Treffpunkt, Somov, Schiffmann, Hume, Ojanen, Howard, Schor, Levman, Haring and Finnish Nowotny). The purpose in composing those problems was that of research to find out which themes are suitable to helpmates and which are not. Several ideas proved to be quite "helpmateable". Even a combination of several themes in one composition is possible as seen in the first diagram (Crosschecks, Umnov theme and Siers battery!).

No.1 R. Aliovsadzade & M. Akchurin,  
3rd HM Olympic Tourney 1982-83

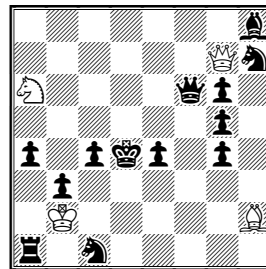


H#2 b) bBb4=>d4

- a) 1.Bd2+ Nb4+ 2.Nc4+ Nxa2#
- b) 1.Bb2+ Nd4+ 2.Qc2+ Nb3#

After the article in The Problemist, as a continuation of the research, there appeared more H#2s. Here is an example of the Gamage theme.

No.2 R. Aliovsadzade  
U.S. Problem Bulletin, 1987

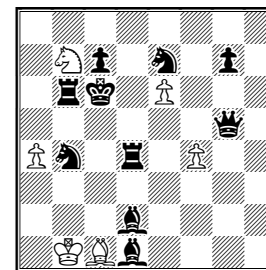


H#2 b) bNh7=bBh7

- a) 1.Nf8 Bf4 2.Ne6 Qd7#
- b) 1.Bg8 Nb4 2.Be6 Qa7#

The third diagram uses the Herpai theme in which black obstructs two black pieces but white can take advantage of only one obstruction.

No.3 R. Aliovsadzade  
Comm. Shakmaty, 1988

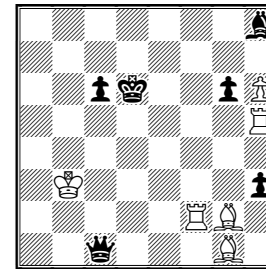


H#2 b) Bc1=>h6

- a) 1.Bb3 Ba3 2.bNd5 Nd8#
- b) 1.g6 Bf8 2.eNd5 Na5#

Number four shows the Foskini theme in which a white battery is attacked by two black pieces. One of these pieces is pinned by the black king's move, another is obstructed on the mating move.

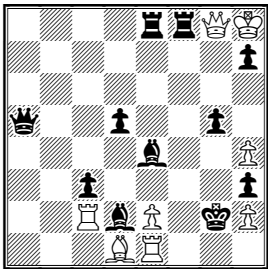
No.4 R. Aliovsadzade  
The Problemist, 1989



H#2 2 solutions

- 1.Qg5 Bxc6 2.Kc5 Rf6#
- 1.Be5 Bf1 2.Kc5 Rd2#

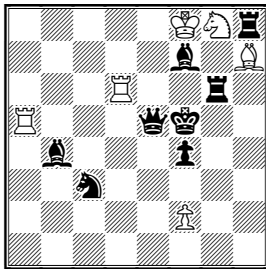
Close to the Foskini theme is the Mansfield mechanism (in No. 5). The only difference is that the pinning is done by any means.



H#2 b) g5<=>h4

1.Bf5 hxg5 2.Bxg5 e4#

1.Bf4 g6 2.Bxg6 e3#



H#2 b) f4->g4

a) 1.Rxh7 f3 2.Rg5 Ne7#

b) 1.Bxa5 f4 2.Qe4 Rf6#

In an example of the Miller theme (No. 6), in the set position two white and two black pieces are pinned. Black unpins one of the white pieces, and at the same time unpins one of the black pieces. The unpinned white piece mates using the pinning of the other black piece.

## Tourney Announcements

“**Rudenko-60**”, international tourney is announced by Kiyevskiy Novosti for orthodox #2 tasks of any type to mark the 60<sup>th</sup> birthday of International Grandmaster Valentin Rudenko. There will be three prizes, honorable mentions and commendations. The prize fund amounts to \$500. Compositions should be sent on diagrams (in triplicate) with full solutions and necessary comments before December 31, 1998 to: “Kiyevskiy Novosti” – “Chess”, 50 Prospect Pobedy, Kyiv-47, UA-252047, Ukraine. The results will be published in a special booklet and sent to all participants.

**20 years of Rochade-Europa.** A problem tourney for moremovers is announced by the problem editor Dr. Hermann Weissauer. The theme is: “Weissauer Line Clearance”. The prizes are: 1<sup>st</sup> Prize 400DM, 2<sup>nd</sup> Prize 300DM, 3<sup>rd</sup> Prize 200DM and 4<sup>th</sup> Prize 100DM. Each composer can send up to 4 originals. Every participant will receive the tourney report. Deadline, April 30<sup>th</sup> 1999. Send your entries, with detailed solutions, to Dr. Helmuth Morgenthaler, Borsigstrasse 11, D-67063 Ludwigshafen, Germany. Example: H.Morgenthaler, 3<sup>rd</sup> Prize, Schachecho 1984, #4, WKg4, Qc5,Ra5 f3,Ba7,Nf7 h3,Pb4 c2 d6 e2 (11); BKe4,Rb6 h5,Bb5 g1,Na8,Pa6 b3 d4 d5 d7 f4 h2 h4 (14). 1.Rxf4? Ke3!, 1.Ng5+? Rxg5 2.Nxg5 Ke5!, 1.exb3! (2.Qc2+ d3 3.exd3+ Kd4/Bxd3 4.Qb2/Qxd3# and 2.Qc1!) Bxe2/Rc6 2.Qxd5/Qxd4+ Rxd5/Rxd4 3.Ng5/Nf2+! Rxg5/Bxf2 4.Nxg5/Rxf4#.

The following is a sample of magazines which have yearly informal tourneys:

**Problem Paradise**, Journal of Japan Chess Problem Society is published quarterly. The editor is Tadashi Wakashima, Hata 1-14-10-A, Ikeda-shi, Osaka, 5630021, Japan, (E-mail: EZA00637@niftyserve.or.jp). They publish all types of original compositions and welcome all composers.

**Kudesnik**, published in Russian and edited by Vladimir Kozhakin, Pochtamt, P.O. Box 0/28, 685000 Magadan, Russia/C.I.S. Only miniatures are accepted.

**Buletin Problemistic**, published in Romanian language. Editor Valeriu Petrovici, Casuta postala 9, 734000-Bucuresti-77. All types of originals are accepted.

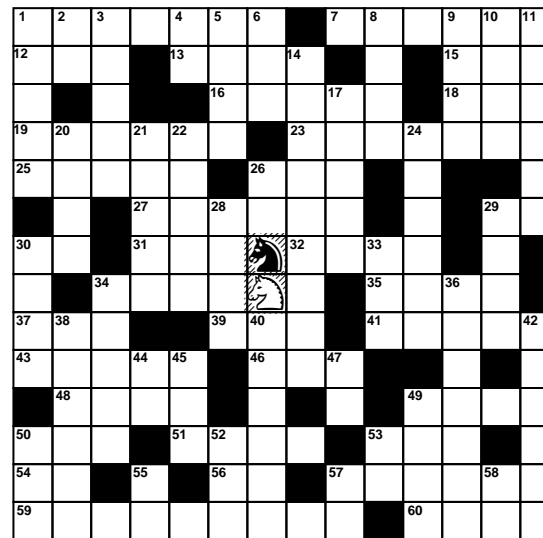
**VARIANTIM**, published in Hebrew and English, edited by Uri Avner, 16 Hazamir St., IL-52596 Ramat Gan, Israel.

**Schach Aktiv**, Austrian Chess Magazine with Chess Problems section. Published in German, edited by Friedrich Chlubna, A-1120 Wien, Wilhelmstr. 37/4, Austria.

**Problem Kiste**, published in German by Erich Bartel, Rockensteinstrasse 37, 86156 Augsburg, Germany. Non-orthodox compositions.

**Ideal-Mate Review**, edited by Eugene Albert, 1740 Interlachen Road #39-G, Seal Beach, CA 90740. All the mates must be ideal mates.

**U.S. Problem Bulletin**, edited by Stefanos Pantazis, P.O. Box 539, Wilmette, IL 60091.



### Down

- 1 The shortest mate
- 2 Two pieces move “short”
- 3 Jacob, Isaac and Samuel
- 4 To capture an empty square
- 5 Tattered cloths
- 6 Problem answer (abbr.)
- 8 Circular Knight
- 9 Opposite
- 10 Roman Emperor
- 11 Mr. Becker
- 14 To give away
- 17 To cut through a defence
- 20 “H” mate (French)
- 21 GM Kashdan
- 22 Vincent L. \_\_\_\_
- 24 Star with a heart-beat

### Across

- 1 Good Companion archives
- 7 Harley & Lewis
- 12 Two pieces move “long”
- 13 Chinese rooks
- 15 Joseph \_\_\_\_ Babson
- 16 What Alice viewed chess with
- 18 Wrote the Five Classics of Fairy Chess
- 19 e.g. Baird, Agnel and Lindsay
- 23 “Key Pawn” (French)
- 25 Indian inventor of chess
- 26 Mr. Avner
- 27 Bomb piece of Nassouh bey Taher (1949)
- 29 State where Sam Loyd died
- 30 “\_\_\_\_ Wahrheit”
- 31 Has solving page sites
- 32 A one step Fairy Bishop
- 34 Beginner solvers’ pimples
- 35 Gene Chandler’s “Duke of \_\_\_\_”
- 37 How we classify our work
- 39 Early U.S. composer (initials)
- 41 Holland’s Gerardus \_\_\_\_
- 43 Mr. Carroll of 16 across
- 46 Marks the French Defense
- 48 Governing body
- 49 Barcelona’s Estaban \_\_\_\_
- 50 Abe can “Linc” to #2 Judge Robert
- 51 Pinball cook
- 53 “\_\_\_\_-Tai” (drink)
- 54 Birth State of Bob Moore
- 56 Mr. Lindgren
- 57 Q+S piece
- 59 eg. pieces in a multiple twin
- 60 Solver’s discoveries
- 26 University of Montana (abbr.)
- 28 Endgame specialist Pervakov
- 29 Mr. van Dijk
- 30 Common problem flaw
- 33 Common color of white stamped pieces
- 34 Double problem (2 wrds)
- 36 Theme tys. “demand” this
- 38 The “Compel” stipulation
- 40 End book segment
- 42 Bettmann, Theimer and Fielder
- 44 Tool to find a solution
- 45 Pre-key play
- 47 Russian Magazine
- 49 Gorky, Central or Hyde
- 50 Usual number of W-squared BBs
- 52 Icelandic Broadcast Network
- 53 Resident State of Eugene Dugas
- 55 Form of “+”
- 57 He oversees WCCT events
- 58 Jewish surprise!

Solutions will be montained in the next issue of StrateGems.

## Helpmates to Enjoy

by Daniel Meinking

We continue our discussion with another set of Helpmate gems, all of which strongly appeal to this composer. Read, study, and enjoy!

**H1** is a picture-perfect problem. The eloquent play -- and shape -- stems from its patent design. A truly "ideal" AUV from beginning to end, and a fitting tribute to the most noble of Help-Mates.

1.f1R d7 2.Rg1 d8N 3.Rg6 Nf7#  
1.f1B d7 2.Bd3 d8Q 3.Bg6 Qd2#

The monumental **H2** not only achieves a twin-less white-minimal AUW, but adds White 2nd-move tempos and star-flight models to the broth. A well-seasoned dish, simmered to perfection!

1.Kc4 e8Q 2.Qd5 Qd7! 3.c5 Qxa4#  
1.c5 e8R 2.Kc6 Re7! 3.d5 Rxe6#  
1.Bf7 e8B 2.Ke6 Bxc6! 3.Qd5 Bd7#  
1.Ke4 e8N 2.Bd5 Kc8! 3.Rd4 Nxd6#

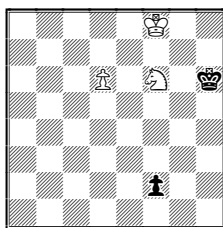
The elegant **H3** is a cyclic wonder of a helpmate. Key-moves for *both* sides grant a "flight" (by capture) to the other, making the subsequent arrivals very natural and fully reciprocal.

1.Qxb8! Nxb7! 2.Kxb7 Rxb8#  
1.Qxc8! Qxa7+! 2.Kxa7 Nxc8#  
1.Qxd6! Rxc6+! 2.Kxc6 Qxd6#

In **H4**, Black's controls of c1/f1/h1 must be loosed, while White's guard of a2 must be gained (via wK-moves). All this is accomplished effortlessly by a cycle of Black moves, each of which lifts a guard, grants a flight, and guards a flight.

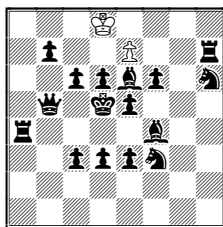
1.Rxe4 Kxf5 2.Nc5! (Nh6+?) Bh2#  
1.Nc5+ Kxe5 2.Nh6! (Rxe4+?) Bf2#  
1.Nh6 Kxe7 2.Rxe4! (Nc5+?) Bc5#

### H1 Rolf Wiehagen Die Schwalbe, 1991 John Niemann in memoriam



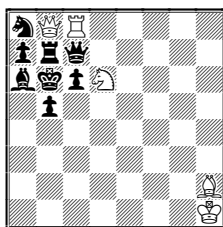
H#3 2 solutions

### H2 Unto Heinonen 1st Prize, Die Schwalbe, 1989



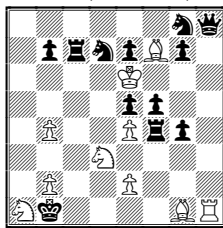
H#3 4 solutions

### H3 Lennart Werner, 4th HM Wola Gulowska, 1996



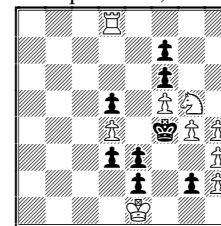
H#2 3 solutions

### H4 Mario Parrinello 1st Prize, feenschach, 1987



H#3 3 solutions

### H5 Ion Murarasu, 2nd prize Karpati 80JT, 1996

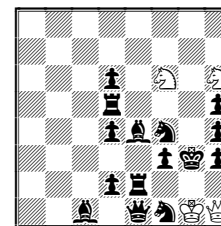


H#3 2 solutions

**H5** is a unique helpmate concept: White doesn't need Black's "help", yet he insists! It's ingenious that a damaging effect -- ie. wP-guard removal -- amid *three* pure Black waiting moves, could be employed to *force* White's travel plans.

1.g1B Re8! (Rxd5?) 2.Bxh2 Rxe3 3.Bg1 Rf3#  
1.g1N Rxd5! (Re8?) 2.Nxh3 Re5 3.Ng1! Re4#

### H6 Z.Janevski & M.Kovacevic 1st Prize, Diagrammes, 1986

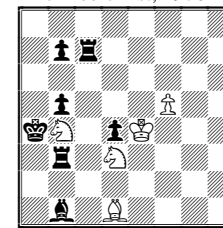


H#2 3 solutions

The joint **H6** is another entertaining riddle. Black doubly guards three wN mate squares (e4/f5/h5) -- no dilemma there -- *but...* her majesty (the wQ) will somehow need to temporize. The punchline is witty and logical: She turns into Court Jestress!

1.Qd1 Qh2+! 2.Rxh2 Nxe4#  
1.Rf5 Qxf3+! 2.Bxf3 Nxf5#  
1.Bf5 Qg2+ 2.Nxg2 Nxh5#

### H7 David L. Brown, 2nd Prize *ea* The Problemist, 1976

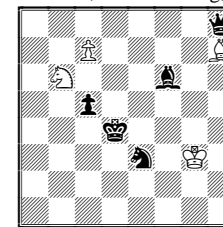


H#2 Duplex

**H7** is a duplex helpmate showpiece. Mutually unpinning keys trigger matching White and Black schemes, producing piquant pin-model portraits.

B: 1.Rc2! Nc6 2.Ra3 Nc5#  
W: 1.Nc2! Rd7 2.Nf4 Re3#

### H8 M. Rebjakov 1st Prize TT, St. Petersburg, 1992



H#2 2 solutions

Our final selection, **H8**, is a delicate work of art. Among its subtler points: (1) 1.Qd8? is avoided due to lack of Black tempo; and (2) the bBf6 is "trapped", making cooks via 1...c8Q and 2...Qxh8 impossible. Thus, the matching sacrifices and promotions occur naturally and aesthetically.

1.Qb8! cxb8Q! 2.Bh8 Qxh8#  
1.Bd8! cxd8B! 2.Qf6 Bxf6#