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EDITORS

Chief Editor: Mike Prcic,
2613 Northshore Lane, Westlake Village, CA 91361, Tuzlak@aol.com

#2 Editor: David L. Brown
2217 N.Alpine, Rockford, IL 61107, Vampade@worldnet.att.net

#3 & #n Editor: Dr. Milan R. Vukceovich
2576 Univ. Blvd., Univ. Heights, OH 44118, Mvukceovich@compuserve.com

Studies Editor: Dr. Milan R. Vukceovich

Helpmates Editor: Daniel Meinking
663 Steiner Street, Cincinnati, OH 45204, DMeinking@compuserve.com

Selfmates Editor: David L. Brown

Retros Editor: Gianni Donati
175 Bertrand Drive, Princeton, NJ 08540, Gianchess@aol.com

Proof Games Editor: Gianni Donati

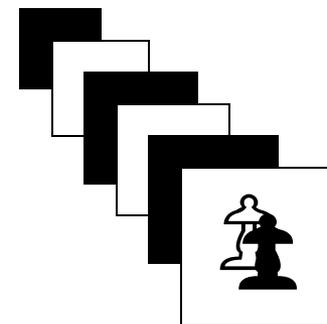
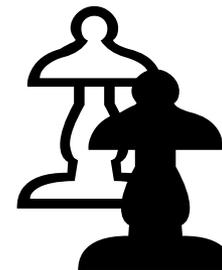
Fairies Editor: David L. Brown

Solutions Editor: John Meyers
2417 Coolidge Ave., Racine, WI 53403, Thu@ods.ods.net

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U.S. CHESS PROBLEM MAGAZINE



41st World Congress of Chess Composition

Saint Petersburg 25.7 - 1.8. 1998

The beautiful city of St. Petersburg was the host of the 41st World Congress of Chess Composition (WCCC). The congress was held in a suburban hotel, the Karelia, some five miles from the city center. Our host, the Russian Chess Federation, did an excellent job of organizing this important event for chess composers. Over 200 delegates and composers came from over 30 countries. More than half the participants were from Russia and East European countries. Having the congress in allowed many Russian composers to attend, which is usually not possible when the congress is elsewhere. It was an opportunity for many to meet well-known composers and old friends.

The organizing team, headed by the Russian Chess Federation president, Andrei Selivanov, and the Russian Chess Composition president Yakov Vladimirov, spared no effort to make all the participants feel at home. Among the highlights were a one-day trip to Peterhof (the summer residence of Peter the Great), a trip to Hermitage and a bus tour of the city. There was a reception in the Mayor's residence with obligatory speeches, great food and wine. Midweek, we visited St. Petersburg's chess club where the speed-solving championship was held. The last night banquet was visited by FIDE president Mr. Kirsan Ilyumzinov who presented all the winners with medals and certificates.

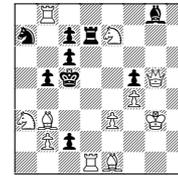
As you may recall, at the last WCCC in Pula, Croatia, it was decided to award the title of World Champion based on the highest cumulative point score from the 1989-91 FIDE Album. This decision became very controversial and threatened to divide the federation. It was decided to proceed with the awards but the future world championships were sent to committees for resolution. The following composers received medals:

- | | |
|--------------------|--|
| Mate in two | 1 st A. Slesarenko, 2 nd V. Shanshin, 3 rd U. Degener |
| Mate in three | 1 st M. Keller, 2 nd A. Kuzovkov, 3 rd Y. Vladimirov |
| Mate in more moves | 1 st Y. Vladimirov, 2 nd A. Johandl, 3 rd H.P. Rehm |
| Studies | 1 st D. Gurgenedze, 2 nd N. Riabinin, 3 rd O. Pervakov |
| Helpmates | 1 st Z. Janevski, 2 nd F. Abdurahmanovic, 3 rd T. Garai |
| Selfmates | 1 st P. Petkov, 2 nd J. Mintz, 3 rd Z. Janevski |
| Fairies | 1 st G. Sphicas, 2 nd Y. Cheylan, 3 rd M. Caillaud |
| Retros | 1 st A. Kisliak, 2 nd W. Dittman, 3 rd T. Le Gleuher |

During the seven days of the conference there were various activities. Aside from the regular daily FIDE delegates meeting there were a dozen or so composing tourneys (including the official speed-composing tourney) as well as individual and team open solving championships. Israel captured first prize in the team-solving tourney while Piotr Murdzia became the new individual solving champion. The winning compositions from various tourneys are shown on the following page.

St. Petersburg Composing Tourney

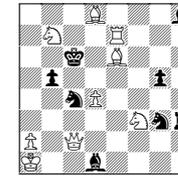
1st H.P. Rehm
b. Ellinghoven
K. Widlert (v)



#3

1. **Nxf5!** (2.Nd6 Bd5 3.Ne4#)
1...Rd5 2.Rd4 (3.Bb4#)
2...Rxd4 3.exd4#, 1...Bd5
2.Bc4 (3.b4#), 1...b4 3.Bb4#
1...Rd2 2.Nd4+ Bd5 3.Qe7#,
2...Kd6 3.Rd8# 2...Kb4
3.Bxd3#

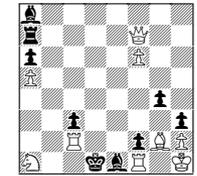
1st Sally & T. Lewis



#2

1. Ba5? (2.Rc7#) Rh7! 1.Rd7?
(2.Na5#) Bxc2!, 1.Qc3? (2.d5#)
Bxf3!, 1.Qg6! (2.Qd8#) Nb6,
Nd6, Ne5 2.Rc7, Na5, d5#

1st A. Feoktistov

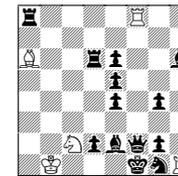


S#2

1. **Bb7!** (zz) 1...Rxb7 2.Qd7+
Rxd7#, 1...Bxb7 2.Qd5+
Bxd5# 1...g3 2.Bf3+ Bxf3#

Vodka Tourney

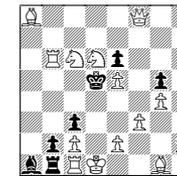
1st V. Sizonenko



H#2 2 solutions

1. Bc4 Bb5 2.dRa6 Bc4#
1.Qf6 Rf7 2.Bf8 Rf6#

1st Uri Avner

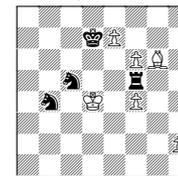


S#3 b) Rb6→b8

1. Qd8 bxc1=N 2.Nb5+ Kc4
3.Qd3+ Nxd3#, 1...bxc1=B
2.Nb4+ Kxe5 3.Qxg5+ Bxg5#
b) 1.Rd8 bxc1=N 2.Nb4+
Kxe5 3.Nd3+ Nxd3#, 1...bxc1=B
2.Nb5+ Kc4 3.Na3+ Bxa3#

Quick-Composing Tourney

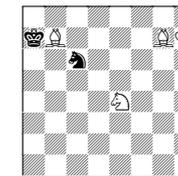
1st N. Kralin
A. Selivanov



Draw (black moves)

- 1...Ne6+ 2.Ke3 Nd5+ 3.Kd3
Nxe7 4.fxe7 Rd5+ 5.Ke4 Rd4+
6.Ke5 (Ke3?) Kxe7 7.f5 Rg4
8.h3 Rg2 (8...Rg1? 9.Kf2 Rg5
10.h4 Rg4 11.Kf3 Rg1 12.Kf2=)
6...Ke7 7.f5 Rg4 8.f6+ Kd7
9.Bf5 Rg5 10.h3 Rh5 11.h4(zz)=

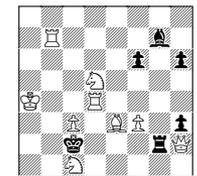
1st V. Nefedov



H#2*

- 1...Nd6 (Nc5?) 2.Nb8 Bd4#
1.Kb8 Nc5 (Nd6?) 2.Na7 Be5#

1st V. Golubenko
V. Melnichenko



#2

- 1.Bd2? (2.Ne3#), 1...Rd2
2.Qxd2# 1...Re2!, 1.Qb8?
(2.Rb2#), 1...Rd2! 1.Qh1?
(2.Qd1#), 1...Rd2 2.Rxd2#,
1...Rg1!, 1.Ne2! (2.Rd2#),
1...Rg4 2.Ng3#, 1...Rxe2
2.Qxe2#

OTTO WURZBURG – Profile of an American composer

by E. Holladay

Otto Wurzburg was one of several great U.S. composers this century has produced. In writing about Wurzburg's problems in A Sketchbook of American Chess Problematists in 1942, Alain White said: "...sharply pointed keys, brilliant sacrifices, mastery of difficult combinations, originality of ideas, quiet play and beauty of mate, and astonishing economy of means, all these abound in his delightful works." Robin C.O. Matthews, writing in The Problemist in England in 1973, said: "In perfection of constructional technique Otto Wurzburg has had few if any equals." It is perhaps this constructional technique which most helps to place Wurzburg's work above that of so many other composers.

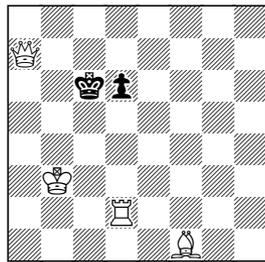
Otto Wurzburg was born in Grand Rapids, Michigan, on July 10, 1875, and worked for over fifty years as a member of the Post Office Department in Grand Rapids. He was taught chess at an early age by his uncle William A Shinkman, who, as many readers know, was another of America's great composers. Wurzburg's daughter, Mrs. Russell Perry, remembers regular Sunday trips to Shinkman's home, where the two composers would retire to the library for not-to-be-disturbed sessions with the chessmen.

In addition to his composing activities, Wurzburg for a time ran the problem section in The Chess Review and was chess editor of the Grand Rapids Herald during 1933-36. Another of his interests was cards, especially bridge. It was during a card game with his son, daughter and son-in-law that he died suddenly, on October 19, 1951.



W01 The first problem gives some idea of Wurzburg's constructing ability. It's a tiny gem with a perfect key.

W01 Grand Rapids Herald 1932

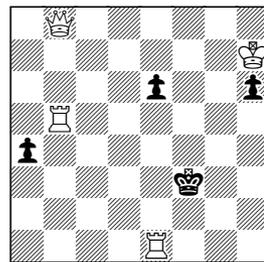


#2

1.Re2! (ZZ)
1...d5 2.Re6#
1...Kb5 2.Rc2#
1...Kd5 2.Bg2#

W02 is a threemover featuring several echo model mates.

W02 First Prize Densmore Memorial Tourney, 1918

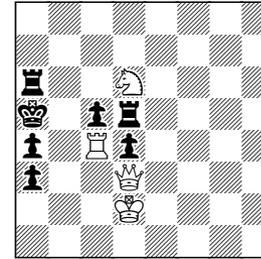


#3

1.bRe5! (ZZ) Kg4 2.1Re3 any 3.Qb4#
1...Kg2 2.5Re3 e5 3.Qb2#
1...h5 2.Rg5 e5/h4 3.Qf8#
1...a3 2.Qb3+ Kg4/Kg2 3.1Re4/5Re2#
1...Kg3/Kh4/Kf2 2.Rg5+1Re3/5Re3

W03 I still remember vividly the thrill I received when I came upon the sacrificial play in this threemover when I was in my teens and new to chess problems. An expert should find the effect of the five selfblocks and four model mates not too badly marred by the key's blunt guarding of b6 and the two short threats.

W03 American Chess Magazine, 1898

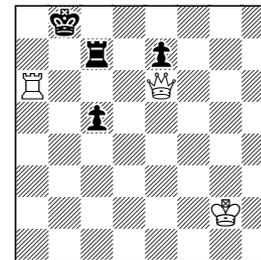


#3

1.Rb4! cxb4 2.Qb5+ Rxb5 3.Nc4#
1...Rb6 2.Qa6+ Rxa6 3.Rb5#
2...Kxa6 3.Rxa4#
1...c4 2.Nb7+ Kxb4 3.Qb1#

W04 is well known for its three echo mates.

W04 Zlata Praha, 1909

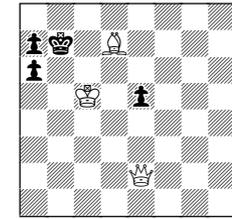


#3

Set: 1...Rd7 2.Qb6+ Rb7/Kc8 3.Qd8/Ra8#
Try: 1.Qb3? Kc8 2.Ra8+ Kd7 3.Qd5#, but Rb7! Key: **1.Qd5!** Rd7 2.Qa8+ Kc7 3.Rc6# 1...Ra7 2.Qd8+ Kb7 3.Rb6# 1...Rc8 2.Rb6+ Kc7/Ka7 3.Rb7/Qb7# 1...Rc6 2.Qxc6 ~ 3.Ra8#

In **W05**, frequently quoted as an illustration of "Turton doubling" (shown here by the key and threat), it is customary to refer to the stunning bit of Wurzburg magic in the 1...a5 variation as "byplay", perhaps with a mention of its merit. In my own opinion, both the Turton doubling and the queen sacrifice are integral parts of this classic.

W05 Bahn Frei, 1895 (v)

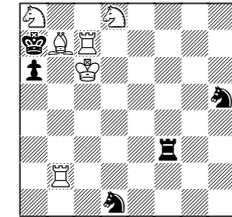


#3

1.Bh3! Kc7 2.Qg4 Kb8 3.Qc8#; 2...Kd8 3.Qd7#; 1...a5 2.Qa6+ Kxa6 3.Bc8#

In **W06** the white king is buffeted about in a sea of black first and second move checks. The four knight checks interfere with the black rook.

W06 The Problem, 1914

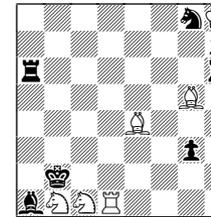


#3

1.Kd5! Nc3+ 2.Kc4 Rf4+ 3.Be4#; 1...Ne3+ 2.Kc5 Rf5+ 3.Bd5#; 1...Nf6+ 2.Ke6 Re3+ 3.Be4#; 1...Nf4+ 2.Kd6 Rd3+ 3.Bd5#; 1...Rf5+ 2.Kd4 Rc5 3.Bc6#; 1...Rd3+ 2.Ke5!

In **W07**, the anti-Bristol interferences are blended with two other variations featuring crosschecks and interference unpins.

W07 Minneapolis Journal, 1934

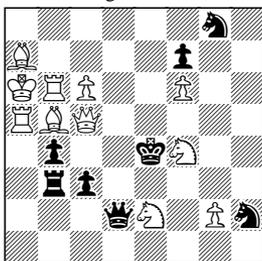


#3

1.Rd3! Kxb1+ 2.Rc3+ Kb2 3.Rb3#; 1...Kc2+ 2.Rd4+ Kb2 3.Rb4#; 1...hRb6 2.Rxg3; 1...aRb6 2.Ra3

W08 is one of Wurzburg's most convincing demonstrations of his ability as a composer of task problems. The white queen is sacrificed to the black king on five squares.

W08 Pittsburgh Gazette Times, 1912

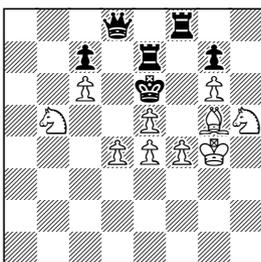


#3

1.c7! Ra3 2.Qe3+ (threat) Kxe3 3.Re6#, 2...Qxe3 3.Bc6#, 2...Kf5 3.Bd7#; 1...c2 2.Qe5+ Kxe5 3.Bd3#; 1...Qxe2 2.Qd4+ Kxd4 3.Re6#; 1...Qxf4 2.Qd5+ Kxd5 3.Bd3#; 1...Ng4 2.Qf5+ Kxf5 3.Bd3#; 1...Qd4 2.Qxd4+; 1...Qd5 2.Qxd5+; 1...Qd6 2.Rxd6; Qd7 2.Bxd7; 1...Qd8 2.cxd8=Q; 1...Nxf6 2.Qe7+

W09 Mutual interference between two line pieces of like motion on the square on which their lines of guard intersect is called a Wurzburg-Plachutta. Here the theme is doubled without help from the white queen or rooks.

W09 First Prize
Pittsburgh Gazette Times, 1917

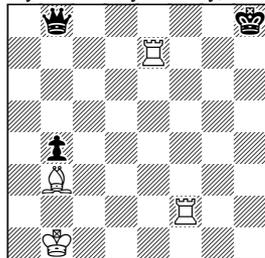


#3

1.Bh4! (ZZ); 1...Qd7 2.Nxc7+ Qxc7 3.d5#; 1...Rd7 2.d5+ Rxd5 3.Nxg7#; 1...fRf7 2.Nxg7+ Rxg7 3.f5#; 1...eRf7 2.f5+ Rxf5 3.Nxg7#; 1...Qd5 2.f5+; 1...Rf5 2.d5+; 1...Qd6 2.Nxd6; 1...Rf6 2.Bxf6.

W10 The key of this composition is accented by seven tries by white rooks.

W10 First Prize
Lloyd Centenary Tourney, 1942



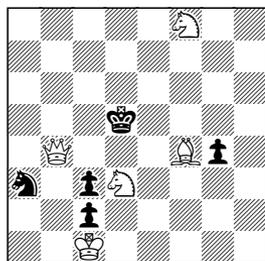
#3

Tries: 1.Rf1? Qa8!, 1.Rf3? Qc8!, 1.Rf5? Qe8!, 1.Rf6? Qf4!, 1.fRf7? Qg8!, 1.Rg2? Qg3!, 1.Rc2? Qc7!;

Key: **1.Ra2!** Qc7/Qc8 2.Ra8+/Rh2+

W11 Originally, the wNd3 was on e6. A cook was found recently (1.Nc7+) and the knight has been moved to d4. This correction also added an interesting try. In two variations the bN blocks the king, allowing for model mates.

W11 Prager Presse, 1924 (v)

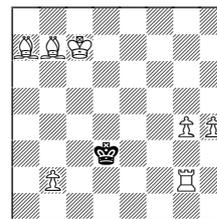


#3

Try: 1.Ne5? g3 2.Qb7+ Kd4/Kd6 3.Ne6/Nd3#, but 2...Kc5! Key: **1.Nc5!** (2.fNc6 3.Qe4#); 1...Kc6 2.fNd7 Nb5/Kd5 3.Qe4#; 1...Nc4 2.Qb7+ Kxc5 3.Ne6#; 1...Nb5 2.Qe4+ Kxc5 3.Nd7#; 1...Nb1 2.Ng6 ~ 3.Ne7#

W12 This problem has been on occasion a victim of incomplete solutions given in the books. The full-bodied play includes three mates discovered by the white king. A try has been discovered recently which adds a fourth echo wK-discovered mate.

W12 Pittsburgh Post, 1925



#4

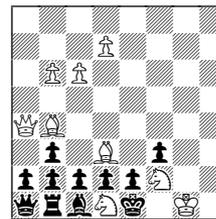
Try: 1.Kc6? Ke4 2.Rg3 Kf4 3.Bb8+ Ke4 4.Kc5#, but 2...Ke5!

Key: **1.Kb6!** Ke3 2.Kc5 Kf4 3.Kd5 Kf3 4.Ke5#; 2...Kd3 3.Rf2 Ke3 4.Kc4#; 1...Kd4 2.Re2 Kd3 3.Ba6+ Kd4 4.Kc6#; 2...Kc4 3.Ka5; 1...Kc4 2.Rd2 Kb3/Kb4 3.Bd5(+)

W13 Wurzburg's surpassing constructional ability extended to problems longer than three moves. This problem was the first accurate achievement of the task of promoting a black pawn to queen, rook, bishop, and knight on one square.

For those of you interested in shape problems this one resembles an old-fashioned steam locomotive. An amusing detail is the wisp of smoke above the car.

W13 Norwich Mercury, 1913



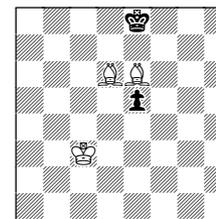
#4

Tries: 1.Nc3? d1=Q 2.Ne4+ ~ 3.Ng5, but 1...d1=R!; 1.Bc5? cxd1=Q 2.Ng4 Qc2 3.Bf2+, but 1...exd1=Q!; 1.Ba5? cxd1=Q 2.Qg4 Qc2 3.Kh1/Kh2, 1...exd1=Q 2.Qe4+ Qe2 3.Qe8, but 1...exd1N! 2.Bc2 Nxf2!

Key: **1.Bb5!** (ZZ), 1...exd1=Q 2.Qa8 Qe2 3.Qe8; 1...exd1=R 2.Kh2 Kxf2 3.Bc5+; 1...exd1=B 2.Qxb3 Be2 3.Qxc2; 1...exd1=N 2.Nd3+ Ke2 3.Ne5+

W14 Here we have the lengthy chameleon echo of an endgame-like sequence.

W14 Equiquier, 1928

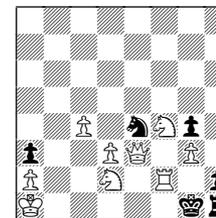


#10

1.Kd3! e4+ 2.Kxe4 Kd8 3.Kd5 Ke8 4.Kc6 Kd8 5.Bf7 Kc8 6.Be7 Kb8 7.Kb6 Kc8 8.Be6+ Kb8 9.Bd6+ Ka8 10.Bd5#; 1...Kd8 2.Ke4 Ke8 3.Kxe5 Kd8 4.Kf6 Ke8 5.Bc7 Kf8 6.Bd7 Kg8 7.Kg6 Kf8 8.Bd6+ Kg8 9.Be6+ Kh8 10.Be5#

W15 Wurzburg's talents adapted well to self-mate composition. This one has three black knight corrections and strategic annihilation of the white force.

W15 Pittsburgh Post, 1926



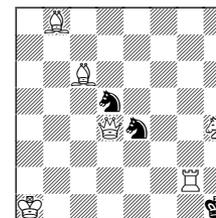
S#3

1.Qd4! (ZZ)

1...N~ 2.Rxh2+ Kxh2 3.Nf1+ Rxf1#
1...Nxf2 2.Nf1 Kxf1 3.Qxf2+ Kxf2#
1...Nxd2 2.Rf1+ Kxf1 3.Qf2+ Kxf2#
1...Nxg3 2.Nf3+ gxf3 3.Qg7 Kxf2#

W16 The two knight wheels provide 16 halfpin variations with no duals.

W16 Pittsburgh Gazette Times, 1913 (v)



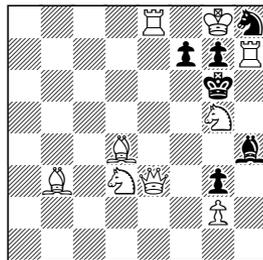
=2

1.Rg7!

Recent Tourney Winners by Mike Prcic

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

Alex Casa
1st Prize, diagrammes 1996

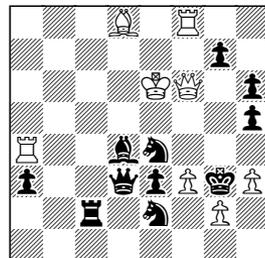


#2√√√

Hannelius in the tries and Dombrovskis in the play with Somov mates. An excellent composition despite repetition of the refutation and the limited use of Bb3.

1.Qe5? (2.Nf4# A) f5 2.Qxg7#, but 1...Bxg5!
a; 1.Qf4? (2.Ne5# B) f5 2.Rc6#, but 1...f6! b;
1.Qf3? (ZZ), 1...Bxg5 a (f5 or Kxg5) 2.Ne5 B
(Qh5)#, but 1...f6!; 1.Re5? (ZZ), 1...f6 b
2.Nf4# A, but 1...Kf6!; **1.Bc2!** (ZZ), 1...Bxf5
a (f6 b) 2.Nf4 A (Ne5 B)#

Fadil Abdurahmanovic
1st Prize, diagrammes 1996

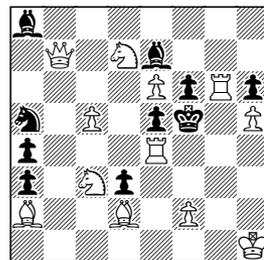


H#2 2 solutions

The best problem of the year with great content: two sacrifices of the white queen, half-pin, Novotny. It looks very paradoxical in the diagram to have to sacrifice the powerful white queen, however that is the case. Note that the white queen is necessary on f6 for the composition to be correct.

1.Bxf6 Bxf6 2.Kf4 Bh4#
1.Nxf6 Rxf6 2.Kh4 Rg6#

Alex Casa
1st Prize, diagrammes 1996

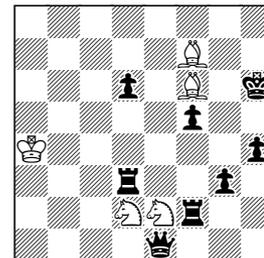


#3

A true Fleck with four thematic variations. Not a new idea but presented here with four sacrifices of white pieces and flights of the black king.

1.Nb5! with four threats: 2.Rxf6+ A Bxf6
3.Nd6# B, 2.Nd6+ B Bxd6 3.Rxf6# A, 2.Nd4+
C exd4 3.Rf4# D, 2.Rf4+ D exf4 3.Nd4# C;
Thematic variations:
1...Nc6 2.Rxf6+ A Bxf6 (Kxe4) 3.bNd6 B
(f3)#; 1...Nb3 2.bNd6+ B Bxd6 (Kxe6) 3.Rxf6
A (Rxe5)#, 1...Nxb7 2.bNd4+ C exd4 (Kxe4)
3.Rf4 D (Rg4)#, 1...Nc4 2.Rf4+ D exf4 (Rxe6)
3.bNd4 C (Bxc4)#.

Fadil Abdurahmanovic
1st Prize, diagrammes 1996

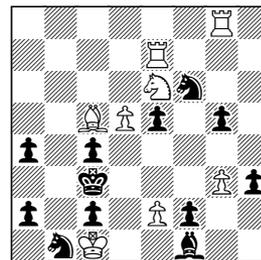


H#3 2 solutions

Creation of white batteries with double-check mates, capture of white pieces: classic ideas in helpmates but done here with great estheticism and economy.

1.Qxe2 Bb2 2.Kg5 Bc1 3.Qg4+ Ne4#
1.Qxd2 Bb3 2.Kh5 Bd1 3.Qh6 Nf4#

Jean Morice
1st Prize, diagrammes 1996

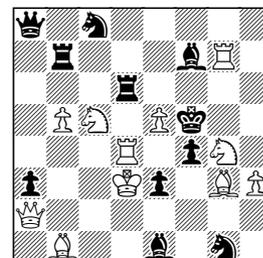


R#3

In diagrammes 110 (July-September 1994), H.P.Rehm published an article describing mate computation in Reflex mates. The same theme is employed in this composition with great clarity. In the try black defends by creating a reflex mate for white. The key seems to detract from the try only to revert to it after black defenses. A beautiful anti-dual completes this worthy composition.

1.Rb7 (Rb8)? (2.Rxb1) e4! 2.Bd4#, **1.Nf4!**
(2.Nd3 and 3.Ne1, but not 2.Rb7(Rb8)? Nxd5
3.Nxd5#), 1...exf4 2.Rb7! but not 2.Rb8? f3 or
fxg3 3.Re3#, 1...gx4 2.Rb8! but not 2.Rb7?
fxg3 3.Rxg3#

Henk Prins
1st Prize, Probleemblad 1995

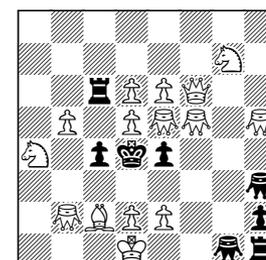


#2

A composition which combines three themes, Ruchlis, Novotny and Fleck. Although, the white queen is underutilized in the tries, the wealth of themes compensates for it and justifies the high ranking.

1.Bh4? (2.Rg5#), 1...Bg6 2.Kc4#, 1...Rg6!
1.h4? (2.Rg5#), 1...Rg6 2.Rxf4#, 1...Bg6!
1.Qd5! (2.Kc4, Rxf4, Qe4#), 1...Rxd5, Bxd5,
Qa4 2.Kc4, Rxf4, Qe4#, 1...Rg6, Bg6 2.e6,
exd6#

Petko Petkov
1st Prize, diagrammes 1996

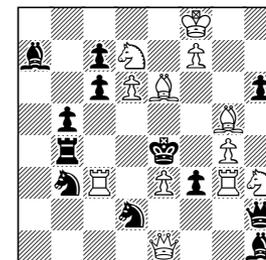


S#5

The threat and the variations are perfectly orchestrated. Colourful demonstration of transformation of a specific battery with exceptional strategic elements. The construction is without a blemish.

1.Ne8! (2.Gg7+! Kxd5 3.hGe5+! Kd4 4.Gg5+!
Kd5 5.Gg8+ Gxg8#), 1...Gxe6 2.Ge3+! Kxd5
3.hGe5+ Kd4 4.Gc3+! Kd5 5.Qd4+ Gxd4#,
1...Rc7 2.Gc5+! Kxd5 3.hGe5+ Kd4 4.eGe7+!
Kd5 5.Nb6+ Gxb6#

V. Krizjanovski, M. Marandjuk, V. Pypa,
1st Prize, Probleemblad 1996

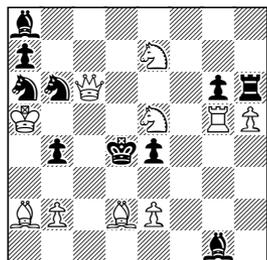


#3

An excellent problem, with an appealing connection between the three phases. Schematically, one recognizes the following pattern: 1.A? (thr. 2.C#), 1...a!; 1.B? (thr. 2.D#), 1...b!; 1.E? 1...a 2.D~ 3.B#, 1...b 2.C~ 3.A#, 1...c!; 1.S! 1...a 2.B~ 3.D# 1...b 2.A~ 3.C#. That is, Bannij with respect to the third and second moves, but also a reciprocal change of white moves. The unity is enhanced by the fact that the thematic white B/N and black B/N moves occur on the same squares, f4 and d4 respectively. A really beautiful problem.

1.Bf4? (2.Nf6#), 1...Bd4!; 1.Nf4? (2.Bf5#),
1...Nd4!; 1.Ke7? (2.f8=Q) 1...Bd4 2.Bf5+
Kd5 3.Nf4#, 1...Nd4 2.Nf6+ Ke5 3.Bf4#,
1...Bc5!; **1.Kg8!** (2.f8=Q) 1...Bd4 2.Nf4 and
3.Bf5#, 1...Nd4 2.Bf4 and 3.Nf6#

M. Velimirovic
1st Prize, Groeneveld 75th Jubilee

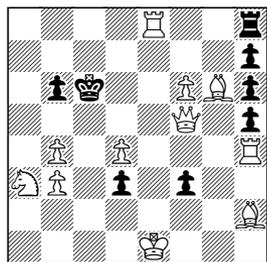


#2

A just prize winner, which earns its top position thanks to the really beautiful combination of five changed mates with a white correction. Especially this last feature, which gives the problem an extra dimension, shows great class.

1...Bh2, b3, e3, Nd5, Bxc6 2.e3, Qc3, Nf3, Qc4, 5Nxc6#; 1.5N~ ? (2.Qf6#), 1...Bh2!; 1.Ng4! Bx2 2.Be3#, 1...e3!; **1.Nc4!** (2.Qf6#), Bh2, b3, e3, Nd5, Bxc6, gxh5, Nc4+ 2.Be3, Bc3, Rg4, Rd5, Nxc6, Nf5, Qxc4#

J.Lubkin, H. Axt
1st Prize, Die Schwalbe 1995

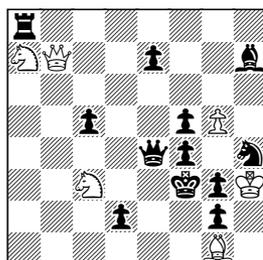


S#11

The black pawns on d3 and f3 prevent white creating a Zugzwang, which is his main plan. But the white pawn on d4 must be removed first.

1.Qxf3+? Kd7 2.Qxd3?; **1.Qc8!** Kd5 2.Be4+ Kxd4 3.Bg6+ Kd5 4.Qf5+ Kc6 5.Qxf3+ Kd7 6.Qxd3+ Kc6 7.Qd5+ Kxd5 8.Be4+ Kd4 9.Nb5+ Ke3 10.Rg8 Rxe8 11.Bg1+ Rxe1#

H.P. Rehm
1st Prize, Die Schwalbe 1993

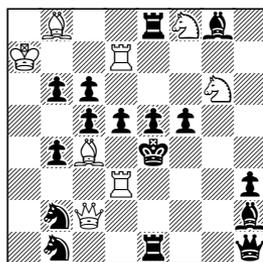


#7

With a subtle pendulum maneuver the white queen lures the black bishop from h7 to g6, which deprives the black knight of the square needed to defend against the Nc6/Ne5 threat. Masterfully done Hans!

1.Qb3! (2.Qd1+) Qe1 2.Qf7 (3.Qh5+) Bg6 3.Qd5+ Qe4 4.Qb3 Qe1 5.Qb7+ Qe4 and now 6.Nc6 (7.Ne5#) Qxc6 7.Qxc6#

A. Kuzovkov
1st Prize, Die Schwalbe 1995

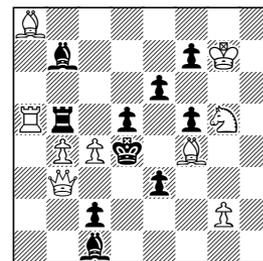


#5

Two initial tries (Rg3, Rxh3) fail. The key creates a Novotny and then the unsuccessful tries materialize as second moves. An interesting composition.

1.Rg3+? Kd4 2.Bxe5+/Ne6+ 8Rxe5/Rxe6!; 1.Rxh3+? Kd4 2.Rxd5+/Ne6+ Bxd5/Bxe6!; **1.Ne6!** (2.Ng5#) 1...Bxe6 2.Rg3+ Kd4 3.Bxe5+ Rxe5 4.Rd3+ Ke4/Nxd3 5.Qe2/Qxd3# 1...Rxe6 2.Rxh3+ Kd4 3.Rxd5+ Qxd5 4.Rd3+ Ke4/Nd3 5.Qg2/Qxd3# (3...cxd5 4.Rd3+ Ke4 5.Bxd5#)

M. Streckenbach, 1st Prize,
Siegfried-Brehmer-Gedenkturnier 1996/97

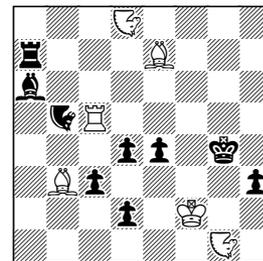


#3

Le Grand theme in the threemover. The try: 1.Kf6?, threatening 2.Be5/Nf3#, is defeated by dxc4, where black b7B and Rb5 defend both threats. The key distracts both defenders allowing the original try threat. Logical composition tightly designed by a master.

1.Kf6/Qxc2?, dxc4! 2.Be5/Nf3+ Rxe5/Bxf3!; **1.Kxf7!** (2.Nxe6+ 3.Qxc2#), 1...Bc8 2.Kf6 (3.Be5# **A**) 2...dxc4 3.Nf3# **B**, 1...Rb6 2.Qxc2 (3.Nf3# **B**) 2...dxc4 3.Be5# **A**, 1...dxc4 2.Nxe6+ Kd5/Ke4 3.Bxb7/Qxc4#

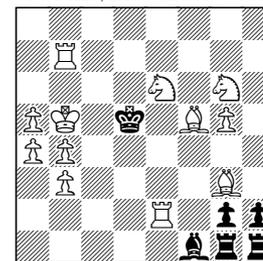
Sergej Smotrow
1st Prize, Die Schwalbe 1993



S#25

1.Bd1??#! (1..NRxd1# ?), the black pawn on c3 must go first. **1.Be6+!** Kf4 2.Bf7+ Kg4 3.NRe5+ Kf5 4.NRd7+ Kg4 5.Rg5+ Kh4 6.Rh5= Kg4 7.NRc6+ Kf4 8.Bg5+ Kf5 9.Bd8+ Kf4 10.Rh4+ Kf5 11.NRe7+ Kg5 12.NRxc3+ Kf5 13.NRe7+ Kg5 14.NRc6+ Kf5 15.Rh5+ Kf4 16.Bg5+ Kf5 17.Be7+ Kf4 18.NRd8+ Kg4 19.Rg5+ Kh4 20.Rc5+ Kg4 21.NRe5+ Kf5 22.NRgl+ Kg4 23.Be6+ Kf4 24.Bb3+ Kg4 and now 25.Bd1+ NRxd1#

H.P. Rehm
1st Prize, Die Schwalbe 1994

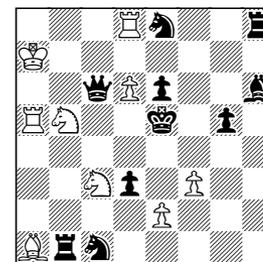


S#19

Logical combination with complicated pendulum maneuver. Phenomenal construction.

1.Rb6? Bxe2+ 2.Bd3(!); **1.gNf4+!** Kd6 2.Nd3+ Kd5 3.Re5+ 4.Re4+ 5.eNf4+ 6.Ne2+ 7.Re5+ 8.Re3+ 9.Be4+! Ke6 10.Bh7+! Kd5 11.Re5+ 12.Re4+ 13.eNf4+ 14.Ne6+ 15.Re5+ 16.Re2+ 17.dNf4+ 18.Ng6+ 19.Rb6 Bxe2#

Jean Haymann
1st Prize, IRT 1994



H#2 b) bPe6→f6

How to get rid of two black pieces controlling a battery, when they can't move away? First, one of them pins itself by capturing the mating piece of the other twin (Zilahi theme), then it moves on the pinning line to interfere with the other one. The harmony is increased by the dual-avoidance in both mating moves and the fact that the first white moves are executed by the same pawn.

1.Rxb5 e4 2.Rc5 Ne2# (Nd5?)
b) 1.Qxc3 e3 2.Qb2 Nc7# (Nd4?)

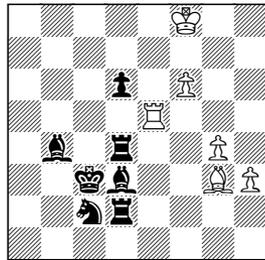


Recently Honored U.S. Compositions

by Mike Prcic

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

Toma Garai
1st H.M., IRT 1994

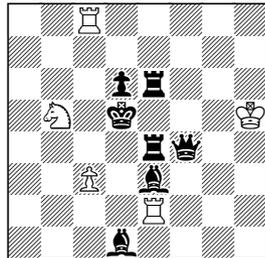


H#3 2 solutions

Creation of battery by pulling a rear piece in two steps, with rear/front piece exchange of roles between phases. Well constructed, though the double-check mates impair. The scheme might possibly be improved to comprise better mates. A similar idea is presented in Variantim 442 (N. Dolginovich), but in a less impressive setting.

1.Bf1 Rh5 2.Bxh3 Rxb3 3.Rc4 Be5#
1.Rf4 Bh4 2.Rxf6+ Bxf6 3.Bc4 Re3#

Toma Garai
1st H.M., diagrammes 1996

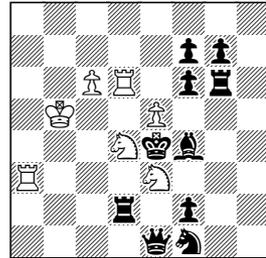


H#2 2 solutions

Multiple sacrifices on d4 in order to open e2-e5 line. A simple idea but well represented (pieces utilized in both solutions).

1.Bd4 cxd4 2.Rxd4 Nc3#
1.Rd4 Nx4d 2.Bxd4 c4#

Toma Garai
Commended, diagrammes 1996

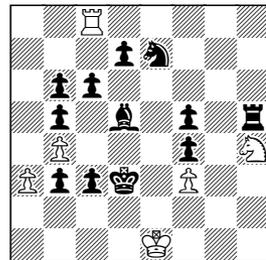


H#2 2 solutions

Creation of the white battery and Zilahi theme.

1.Re2 Nb3 2.Kxe3 Nd2#
1.fxe5 Nd5 2.Kxd4 Nf6#

Toma Garai
2nd H.M., diagrammes 1996

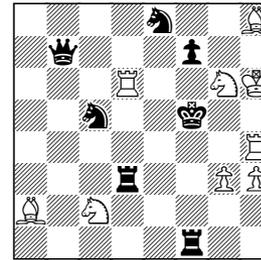


H#3 2 solutions

Squares c6 and f5 are occupied by black pawns and the white must sacrifice a piece in order to allow black knight passage over those squares. On his way to the blocking square the black knight captures the white mating pieces (Zilahi).

1.Ke3 Nxf5+ 2.Nxf5 Rxc6 3.Nd4 Rxc3#
1.Kc4 Rxc6+ 2.Nxc6 Ng6 3.Nd4 Ne5#

Robert Lincoln
3rd Prize, diagrammes 1996

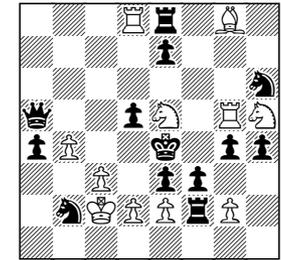


#2√

The presentation of the Odessa theme is particularly interesting in this composition.

1.Bd5? (2.Rh5# or 2.g4#) Rxd5 (Rxc3, Nf6)
2.Ne3 (Nd4, Rxf6)#, but 1...fxg6!; **1.Bb1!**
(2.Ne3# or 2.Nd4#) Qe4 (Ne4) 2.Rh5# not g4?
(g4# not Rh5?); 1...Rxb1 (Qxb1) 2.Rf4
(Ne7)#.

Robert Lincoln
3rd Commended, Probleemblad 1995

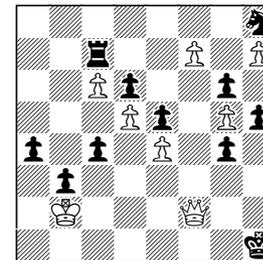


#2

White knight wheel with seven tries. Very inspiring but too often seen.

1.Nc6? e5!; 1.Nd7? e5 2.dNf6#, 1...d4!;
1.Nxg4? e5 2.gNf6#, 1...Nf5!; 1.Ng6? e5
2.hNf6#, 1...Nf7!; 1.Nd3? e5 2.hNf6#,
1...Nc4!; 1.Nf7? e5 2.Nd6#, 1...Qc7!; **1.Ne4!**
(2.Re5#) e5, d4, Nf5, Nf7, Nxc4, Qc7, Nd3
2.Nd6, Rxd4, Rxc4, Bh7, d3, Bxd5, exd3#

George Spichas
3rd H.M., Die Schwalbe 1993

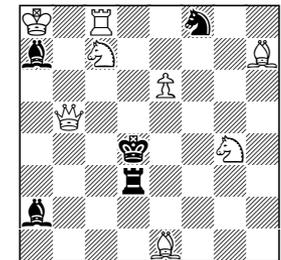


Series S#28

Six promotions to bishop leaves a strong impression. Previously the author has shown six motions to queen? Is it possible?

Set: 1...Bc5/Bc4/Bd5+ 2.Qxd3/Qe5/Qxd5;
1.f8=B 2.Bxd6 3.Ba3 6.d8=B 7.Bxc7 8.Bxe5 **1.Qb7!**
(2.Nb5#) 1...Kc4/Kc5/Bc5/Bc4/Rb3
10.c8=B 11.Bxc4 12.Bxb5 14.Bxb3 15.Ka2 2.Qb4/Nb5/Qe4/Qxa7/Qd5#
16.Ba1 20.e8=B 21.Bxc6 22.Bb1 25.gxh8=B
26.hBb2 27.h8=B 28.hBc3 axb3, cxb3#

Robert Burger
3rd Prize, The Problemist 1995-II



#2

Yet again, a classic and modern problem. Very nice changes in near-Meredith.

Problems published in this section are eligible for 1998 competition. Please send your originals to individual editors. All solutions and comments are due by 3/1/1999 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

Delightful miniatures start off this issue. At the FIDE meeting this summer, StrateGems Editor Mike Prcic received a number of fine originals from other attendants, given here and in other sections. As always, welcome to old and new friends! You'll find Mazul's **T0053** deceptively rich in content. Long-time contributor Mr. Narayanan, **T0057**, still amazes with his delicate line-play. **T0059** was submitted to *Chess Life* in 1990, received just after the column ended, but thankfully Klaus re-sends this beauty!

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

A great set of problems! The threemovers start with a joint by Valentin and Victor, two of the greatest composers in the world today. Savourin, Makaronez, and Markovic demonstrate blocks of king flights in many different fashions. In the problem by Dr. Chandrasekaran, White needs a tempo, but after the key, there are different mates after the same second black moves in the two main variations. Petite shows obstruction by a black knight, and Shavyrin shows first a black secondary defense, and then an interesting pair of duels involving a white knight. Mike has a classical pre-plan, and Rosberger worked forever polishing his idea. This is the way to become a great composer. His scheme needed only a small push to unite all of the elements he discovered while working on the many precursors to this position. Sushkov's twins are a real find, and Zimmer squeezes out another miniature with three model mates. I hope these two are not completely anticipated. The threemovers end on a sad note. My problem was composed more than three years ago, and sent to a formal tournament. The idea was to dedicate this threemover to the great Russian composer Grin. I wanted it to be a part of an article on our various encounters in tournaments all over the world. However, after more than two years, and repeated inquiries, the tournament still did not end. Unfortunately, this February Grin died at the age of 93, and I angrily recalled the problem from the tournament. I felt hurt because over many years there was a mini-competition going between us in elaborating on a certain idea. He referred to that in an interview to 'Mat-Plus' three years ago, where he said that one of my problems finally topped them all. That inspired me to produce **M0051**, and I am very sorry that he did not see it. Grin was a great inspiration throughout my life, and I will miss his problems very much.

Among moremovers, in **M0053** and **57**, Makaronez works further on the ideas shown in his threemovers **M0040** and **41**. You have to study these four problems to find what themes are among his present favorites. Godbout has a surprise on the second move, and Bales on the first, but among the light-weights, Sushkov again runs away with the best surprise. Kratschmer's problem is very difficult, with less logic than usual. Finally, I added my **M0054** because it is the first clear presentation of an idea that many of us worked on, but never got quite right.

In the endgames, Markovic could have shortened his study by dispensing with the first move, and it would still be very difficult to solve. Brieger's study is based on an actual game where he nearly was not awarded the win during adjudication. Aliyev's twin-studies are an absolute pleasure, and so is the joint production of my two friends Benko and Meinking. At first I thought that the position is a misprint, but then I found that a serious analysis is needed to decode this study. A warm welcome to our friends from Poland, Andrej and Jan. We hope to have them as regular contributors to **StrateGems**.

Welcome to two Russian greats, **S0023**! You should easily spot the key piece of **S0025**, but where to send it? Janos Csak pulls off a neat trick I've been interested in for some time, sorta like turn-about being *fare*? **S0033** starts off with fancy footwork to setup an unexpected mate. And, note the cool promotion pattern in **S0034**!

HELPMATES Editor: Daniel Meinking, Judge: Toma Garai

We lament the passing of American stalwart, **Herman Menkis**, who is featured elsewhere in this issue. Herman was especially prolific in ideal helpmates, publishing many fine works in *IMR*. Welcome to the our new U.S. Helpmate corps: Michael, Pal, Maurice, and Isaak.

We are honored to have so many first-time overseas contributors: Eliahu, Alibern, Viktor, Vatsjeslav, Imre & Imre, Zoran, Wenelin, Petko, Michal, Andrej, Tomislav, Vladimir & Vladimir, Erwin, Miroslav, Michel, Nikolay, and Peter. *Whew!*

The 42 originals should keep our solvers happy. To our delight, all SIX ideal-mate entries pass the originality check, according to Eugene Albert. The lighter two-movers should be fairly easy. Viktor's **H0071** is very refreshing, and only a keen eye will spot Chris' cycle, which went unnoticed by this humble editor! Plenty of action in problems **H0075 thru H0082**. Michal's recent booklets have proven to be invaluable reference works. Andrej's task is simple but clear-cut, while Tomislav shows a "tricky" theme. Our three-movers start with a modest trio, but the heavier works should prove very satisfying. The idea in Wenelin's **H0094** has been shown with one wN, but his deployment of two wNs seems quite novel! Our longer helpmates include the classic **H0097**, and entertaining **H0101**. Michel has neatly re-engineered my SG2TT example, while Chris demonstrates his wit and skill in **H0104**. Look for a pretty finale in **H0107**.

Notes: The set stipulations in **H0068** and **H0097** indicate that the positions also solve as H#1½ and H#3, respectively. The "&" in part c) of **H0074** indicates the twinning is *progressive*. And **H0076** is a "zero-position"; that is, the diagrammed position is not for solving. Finally, the half-movers, **H0096**, **H0097** and **H0104**, imply that White moves first.

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

Is **F0033** the best rendering of its theme task? In Madrasi, like-pieces, while attacking each other, become paralyzed and powerless. In Maxi, Black must play his longest geometric legal move. In Andernach, a capturing piece changes its color. With Sentinelles, when a man (not a P) moves, it leaves behind a 'Sentinel' i.e. a legal Pawn, on the vacated square (but not on 1st or 8th ranks). **F0042** is Dedicated to Dan Meinking and **F0043** is Dedicated to Dr. Baldur Kozdon. In Circe, captured fairy pieces are re-born on their 'promotion' square (same file); all other captured pieces are re-born on their starting squares; and Wenda's **F0046** is a real honey!. On a Vertical cylinder board, the 'a' and 'h' files are joined. The Rose moves in circular, riding Knight-moves; thus, in **F0048**, the d3RO may move e.g. to e5-g6-a5-b3-a1, or b2-a3-g5-h7-b8-d7-e5 and so on. The Fers moves as a Bishop, one square per move. Heinonen's masterful **F0050** is one problem every solver must look at! Solvers, do not overlook **F0054** on page 151.

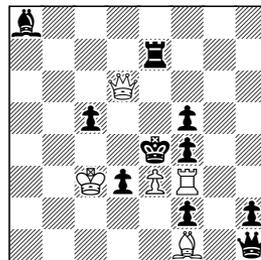
RETROS and PROOF GAMES Editor: Gianni Donati, Judges, RETROS: Thomas Volet, PROOF GAMES: Peter van den Heuvel

Welcome to new contributors Andrey Frolkin, Joost de Heer, Unto Heinonen, Mikhail Kozulya, Satoshi Hashimoto, and our own solutions editor, John Meyers. We start with another of Henrik's Illegal Cluster problems, in which the solver must add the stipulated material to create an illegal position which then becomes legal when any non-King unit

is removed. Two of the intended solutions are fairly easy to find; the other two take some time. Thanks to Noam for a delightful honor to my daughter Emily. Henrik has challenged composers to produce "one unit" Illegal Clusters, and Noam's is an astonishingly pretty example. Andrei's retro requires a little backwards thinking. Thanks to Tom Volet for his generous retro contribution, which of course does not compete in the informal tourney because Tom is the judge. Those unfamiliar with this genre may read the article at pages 144-145. Joost's proof game, though short, is likely to be difficult. Charles's is one of a series of "file" problems he has made in which a file is fully occupied, at least half by a particular type of unit, here knights. Charles has made similar problems for the a-, c-, and f-files (the f-file problem will appear next issue), and he invites others to have a try at the d-, e-, and g- files. John's proof game has an interesting "orthodox" retro aspect, but it must be solved in the stipulated number of moves. Andrei's problem shows there is a price to pay for marking time, and Mikhail's presents a surprising question of identity. **P0019** is a joint effort inspired by Noam's **P0003** (StrateGems #1, Jan/Mar. 1998), which attempted an original task but sadly was cooked. Unto's problem also was inspired by another problem seen in these pages, but to say which might be too broad a hint. The strategic reason for the odd turn of events is subtle and elusive. Satoshi's proof game explores a theme dear to my own heart.

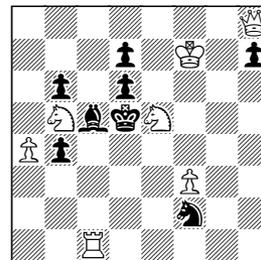
 **StrateGems** 

T0052 Vasyil Dyachuk
Ukraine



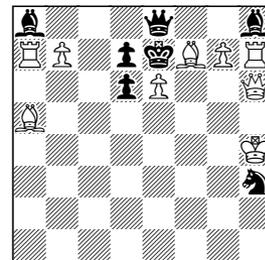
#2 ✓

T0053 Waldemar Mazul
Poland



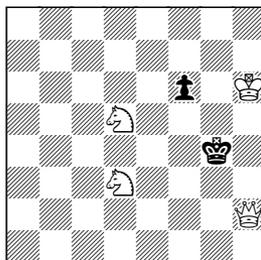
#2 ✓✓✓

T0054 Karol Mlyinka
Slovakia



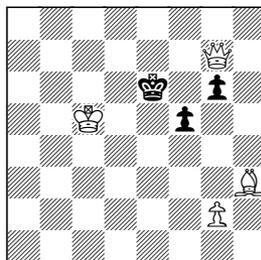
#2

T0046 Jack Rosberger
Miami Beach, FL



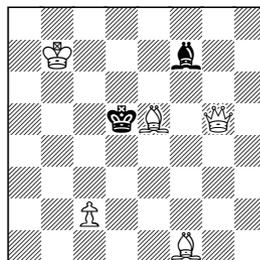
#2 ✓✓ 2 solutions

T0047 Andrej Dikusarov
Russia



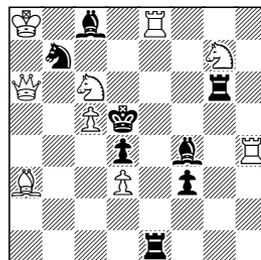
#2

T0048 V. Dyachuk &
S. Veselenchuk, Ukraine



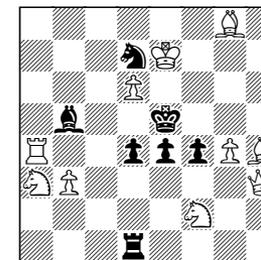
#2 b) Remove bBf7

T0055 John Meyers
Racine, WI



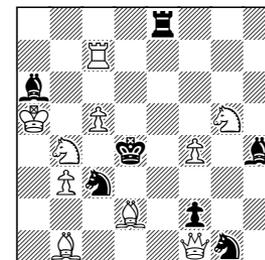
#2

T0056 Dragoljub Mirkail
Yugoslavia



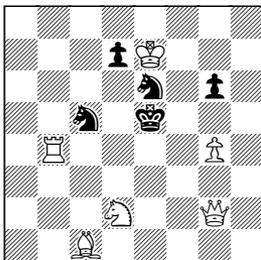
#2

T0057 C.G.S. Narayanan
India



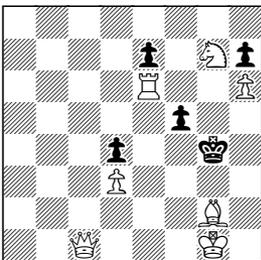
#2 ✓

T0049 Tadashi Wakashima
Japan



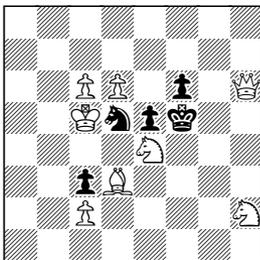
#2 ✓

T0050 Mark Reitman
Ukraine



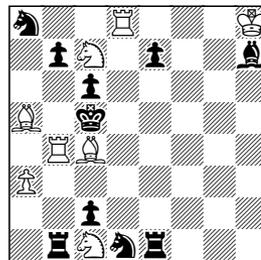
#2 ✓

T0051 Tony Lewis
England



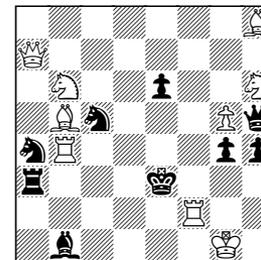
#2*

T0058 Efen Petite
Spain



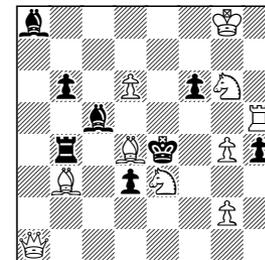
#2 ✓✓✓

T0059 Klaus Forster
Germany



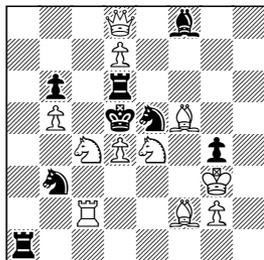
#2 ✓

T0060 Cor Groeneveld
Holland



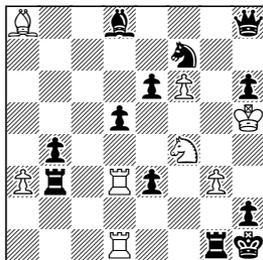
#2 ✓✓✓✓

T0061 M. Amirosievich
Georgia



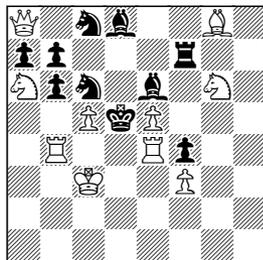
#2 √√

T0062 Isaak Kavnatsky
Oak Park, MI



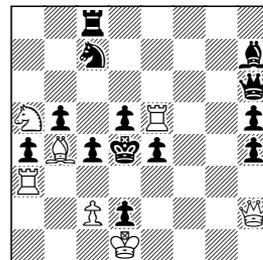
#2

T0063 Jack Rosberger
Miami Beach, FL



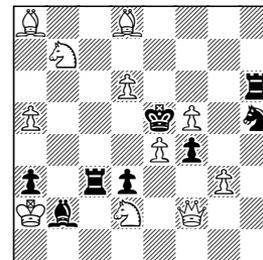
#2

M0043 Valeri M. Shavyrin
Russia



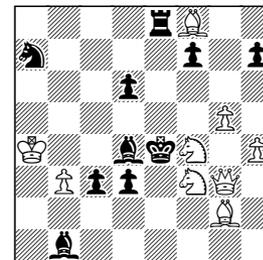
#3

M0044 Valery M. Shavyrin
Russia



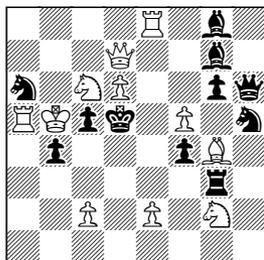
#3

M0045 Mirko Markovic
Yugoslavia



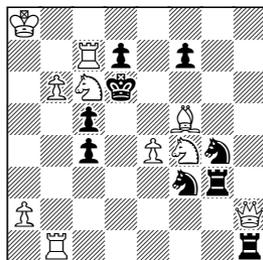
#3

M0037 V. Rudenko &
V. Chepizhny
Ukraine & Russia



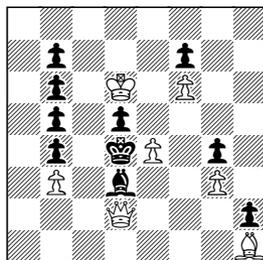
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M0038 Jacques Savourmin
France



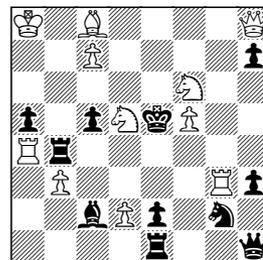
#3

M0039 K.R. Chandrasekaran
India



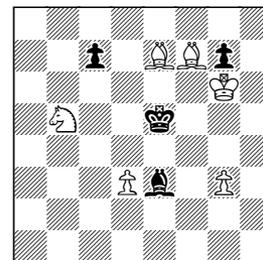
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M0046 Mirko Markovic
Yugoslavia



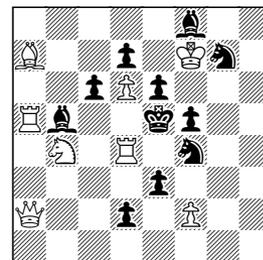
#3

M0047 Mike Prcic
Westlake Village, CA



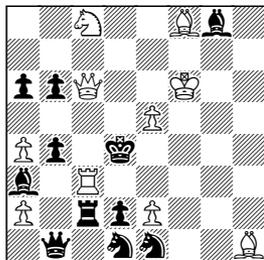
#3√√

M0048 Jack Rosberger
Miami Beach, FL



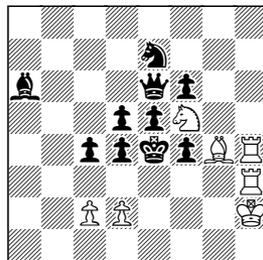
#3

M0040 Leonid Makaronez
Israel



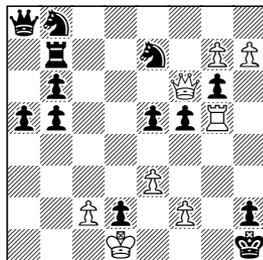
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M0041 Leonid Makaronez
Israel



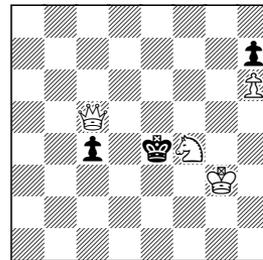
#3

M0042 Efren Petite
Spain



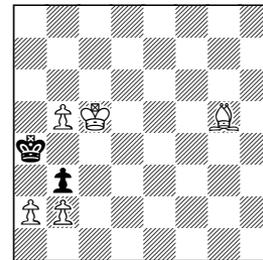
#3

M0049 Yuri Sushkov
Russia



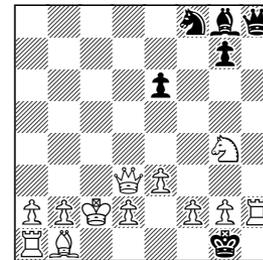
#3 b) wPh6→a5 &
bPh7→a6

M0050 Eligiusz Zimmer
Poland



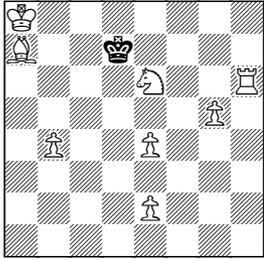
#3

M0051 Dr. Milan R. Vukcevic
University Heights, OH
In memory of A. Grin



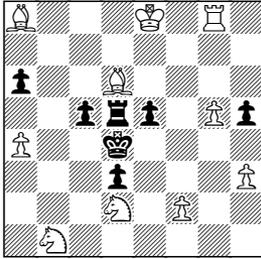
#3

M0052 Alain Godbout
Canada



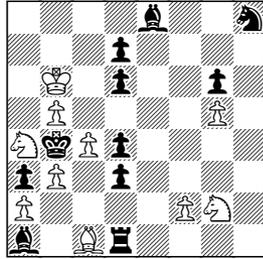
#4

M0053 Leonid Makaronez
Israel



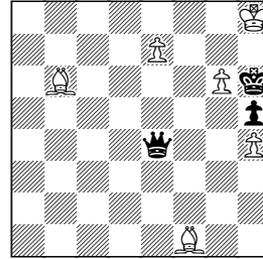
#4

M0054 Dr. Milan R. Vukcevic
University Heights, OH



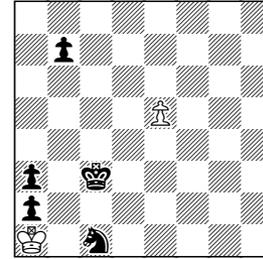
#5✓✓

E0007 Ilham Nuruoglu Aliyev
Azerbaijan



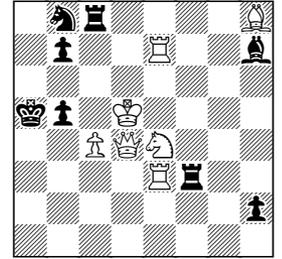
Draw b) wBf1 replace
with wNd4

E0008 Daniel Meinking &
Pal Benko, OH & NJ



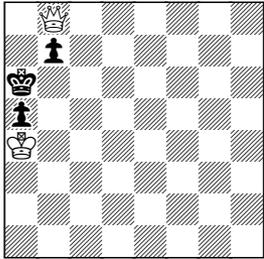
Win

E0009 Andrej Jasik
Poland



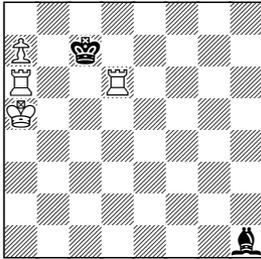
Draw (black on move)

M0055 Yuri Sushkov
Russia



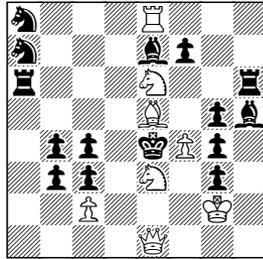
#5*

M0056 Robert J.Bales Jr.
Broadview, IL



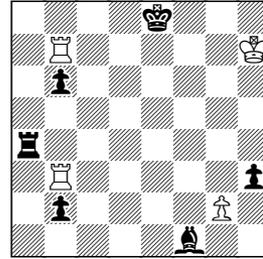
#5

M0057 Leonid Makaronez
Israel



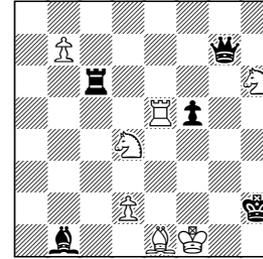
#6

E0010 Andrej Jasik
Poland



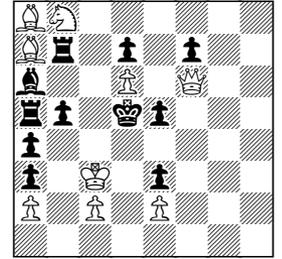
Draw

E0011 Jan Rusinek
Poland



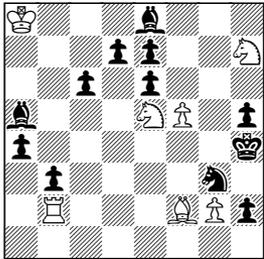
Draw

S0023 V.Rudenko &
V.Chepizhny
Ukraine & Russia



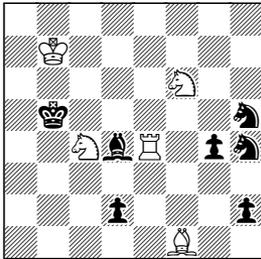
S#2* b) wK→b4

M0058 Ralf Kratschmer
Germany



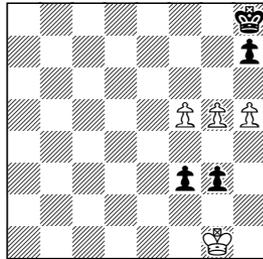
#8

E0005 Mirko Markovic
Yugoslavia



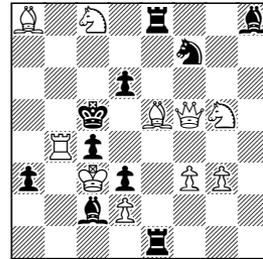
Draw

E0006 Robert Brieger
Houston, TX



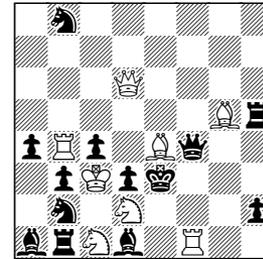
Win

S0024 Vladislav Bunka
Czech Republic



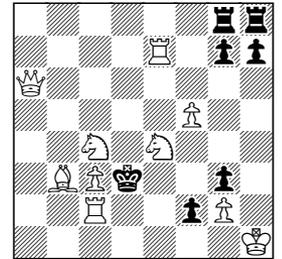
S#2

S0025 György Bakcsi
Hungary



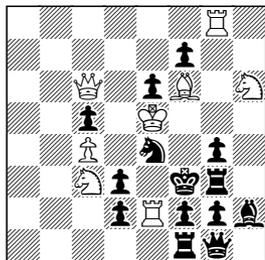
S#2 Tries

S0026 A.Selivanov &
V.Kirillov, Russia



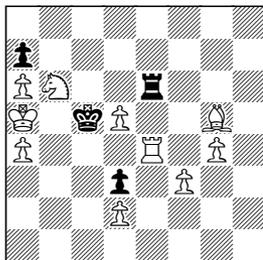
S#3

S0027 Leonid Makaronez
Israel



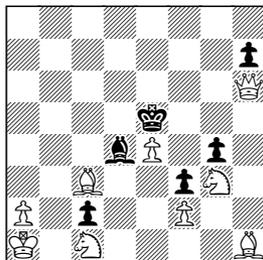
S#3

S0028 Dr. Klaus Funk
Germany



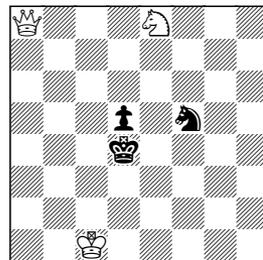
S#5

S0029 Janos Csak
Hungary



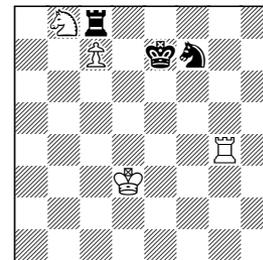
S#6

H0066 K. Muralidharan
India



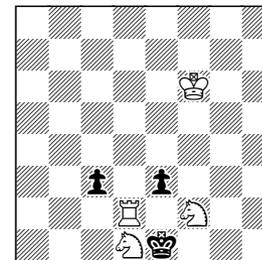
H#2 2 solutions

H0067 Michael Neumeier
Cincinnati, OH



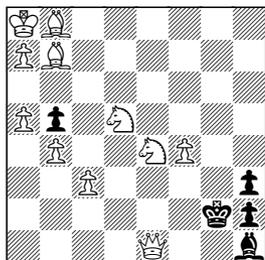
H#2 4 solutions

H0068 Pal Benko
Jersey City, NJ



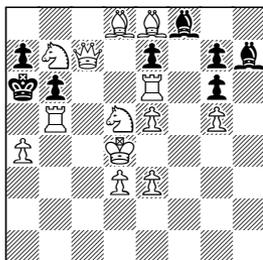
H#2* 2 solutions

S0030 Mike Preic
Westlake Village, CA



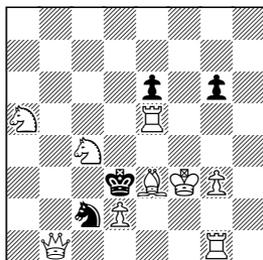
S#6

S0031 Robert Bales
Broadview, IL



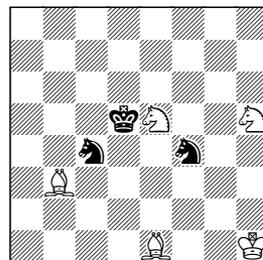
S#6

S0032 Leonid Makaronez
Israel



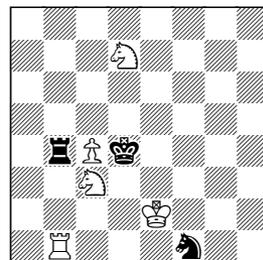
S#7

H0069 Eliahu Fasher
Israel



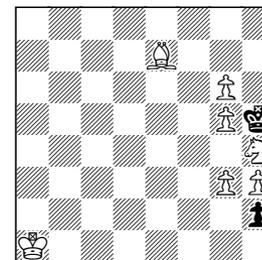
H#2 2 solutions

H0070 Alibern Grigoryan
Armenia



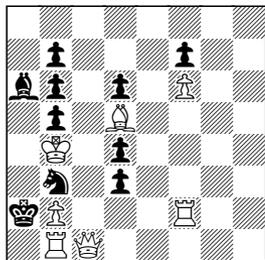
H#2 2 solutions

H0071 Viktor Chepizhny
Russia



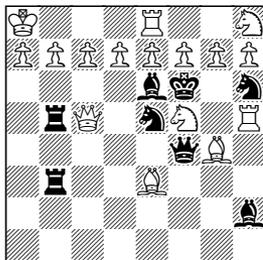
H#2 b) wNe7

S0033 Dr. U.Auhagen &
M.Zucker, Germany



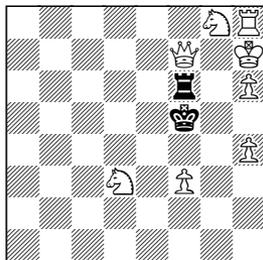
S#8

S0034 J.Csak &
D.Durham, Hungary



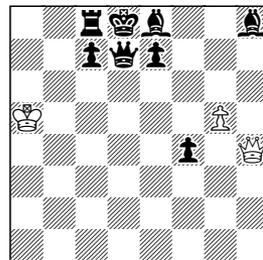
S#12

S0035 Pavlos Moutecidis
Greece



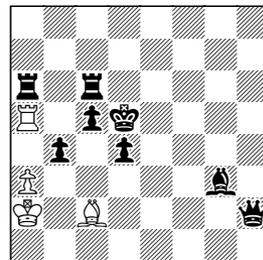
S#16*

H0072 Vatsjeslav Kopaev
Russia



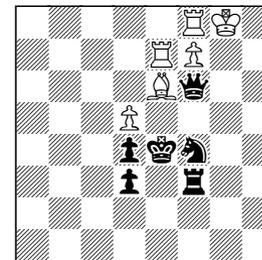
H#2 4 solutions

H0073 Joe Youngs
Maple Grove, MN



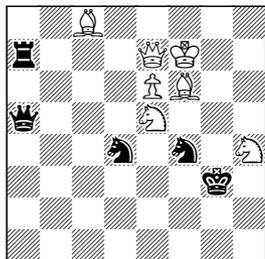
H#2 b) wPa3→f2

H0074 C.J. Feather
England



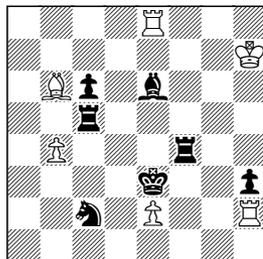
H#2 b) bNf4 → d6
c) & bRf3 → e8

H0075 Imre Racz
Hungary



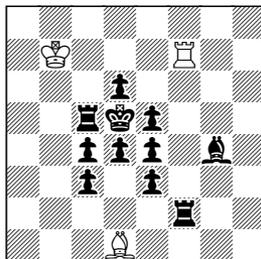
H#2 2 solutions

H0076 Christer Jonsson
Sweden



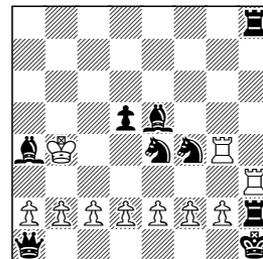
H#2 zero position
a) wPb4→c3 b) wPe2 →f3

H0077 Mike Prcic
Westlake Village, CA
for Mary



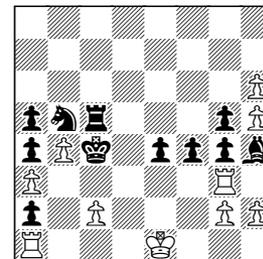
H#2 b) bPd4→e6

H0084 Andrej Dikusarov
Russia



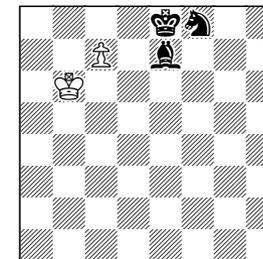
H#2 7 solutions

H0085 Dr. Tomislav
Petrovich, Yugoslavia



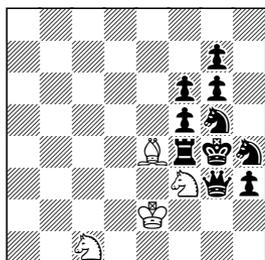
H#2

H0086 Maurice Leysens
St. Petersburg, FL



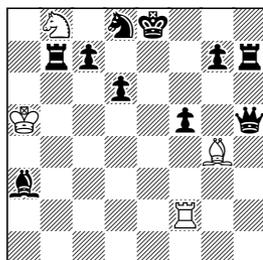
H#3 2 solutions

H0078 Gennady Chumakov
Russia



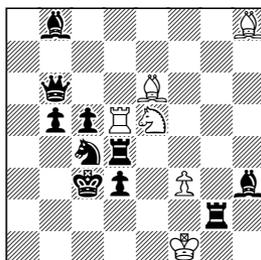
H#2 b/c/d) wNc1→d2/d8/e7

H0079 Z.Gavrilovski &
C.J.Feather
Macedonia & England



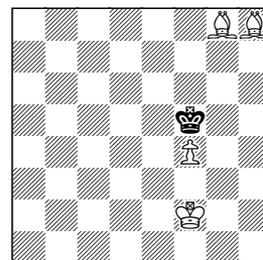
H#2 b/c) wNb8→d7e7

H0080 Petko Petkov
Bulgaria



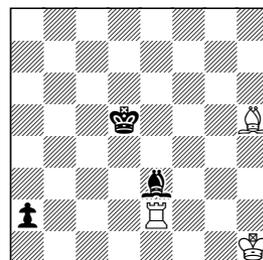
H#2 b) bPd3→b4

H0087 Herman Menkis
Albuquerque, NM



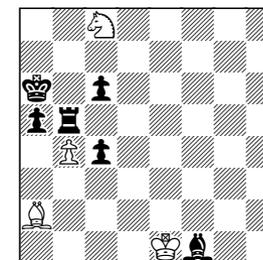
H#3 2 solutions
b) shift down & left
one square

H0088 Robert Brieger
Houston, TX



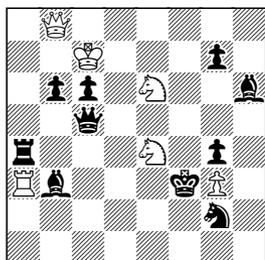
H#3 2 solutions

H0089 Viktor Bene
Sweden



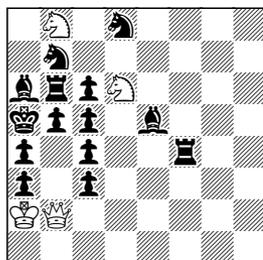
H#3 2 solutions

H0081 Wenelin Alaikov
Bulgaria



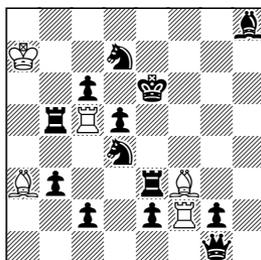
H#2 b) bPg4→e2

H0082 V. Vladimirov &
V.Nefedov, Russia



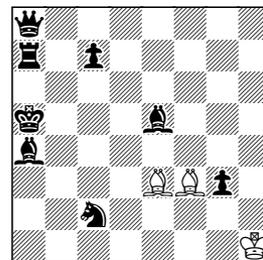
H#2 b) wKa2↔wNb8

H0083 Michal Dragoun
Czech Republic



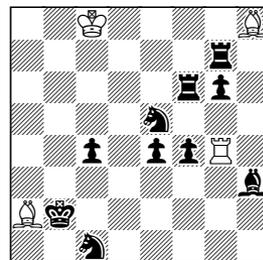
H#2 2 solutions

H0090 Nikolai Nagnibida
Ukraine



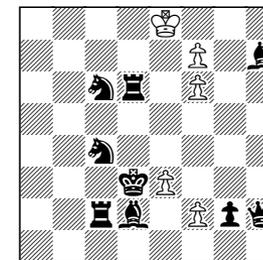
H#3 b) bK→a6

H0091 Janos Csak
Hungary



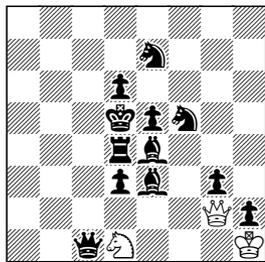
H#3 b) bPe4 →d6
c) bPc4 →g3

H0092 V.Chernous &
I.Kavnatsky
Ukraine & U.S.A.



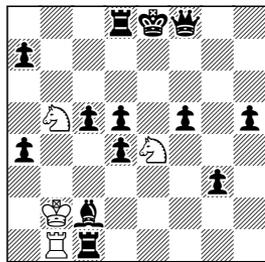
H#3 2 solutions

H0093 Unto Heinonen
Finland



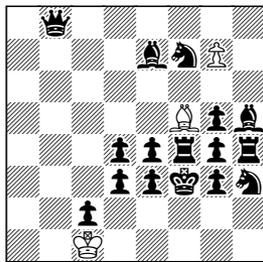
H#3 2 solutions

H0094 Wenelin Alaikow
Bulgaria



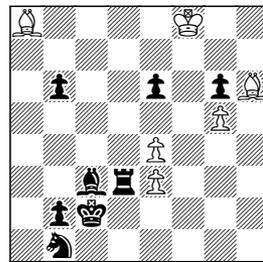
H#3 b) wBb1

H0095 Nikolai Nagnibida
Ukraine



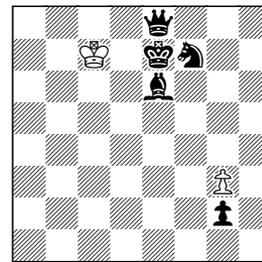
H#3 b) bBe7→e5

H0102 D.Meinking &
M.Caillaud
U.S.A. & France



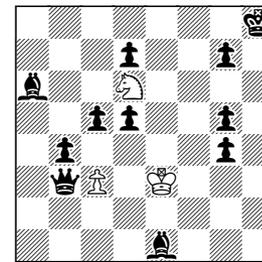
H#4 2 solutions

H0103 N.Chebakov &
P.Moldoveanu, Moldova



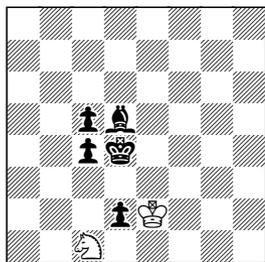
H#5 b) wK→c5

H0104 Christopher Jones
England



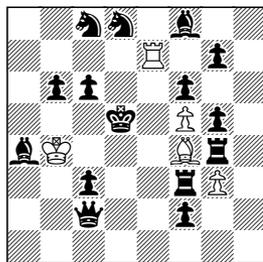
H#5½

H0096 E.MasaneK &
Dr. K.Funk, Germany



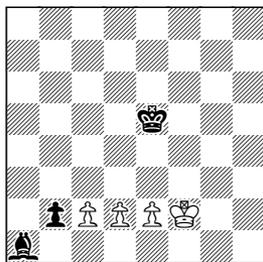
H#3½ 2 solutions

H0097 M.Prcic &
F.Abdurahmanovic
U.S.A. & Bosnia



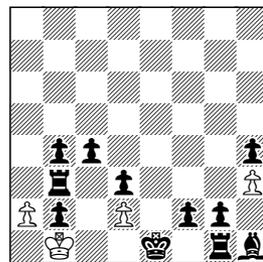
H#3½ *

H0098 Robert Bales
Broadview, IL



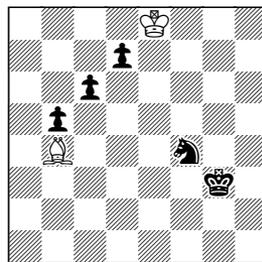
H#4

H0105 Vladimir Janal
Czech Republic



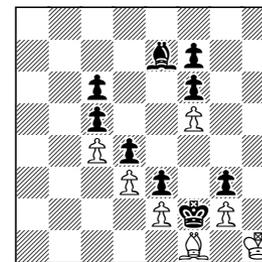
H#6 2 solutions

H0106 Luigi Vitale
Italy



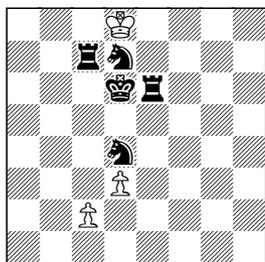
H#7

H0107 Imre Nemes
Hungary



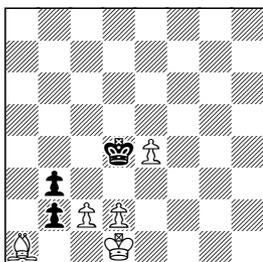
H#17

H0099 Miroslav Henrych
Czech Republic



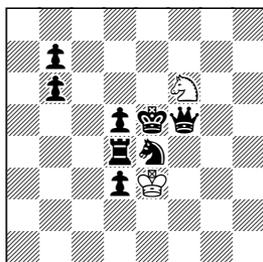
H#4 2 solutions

H0100 Robert Bales
Broadview, IL



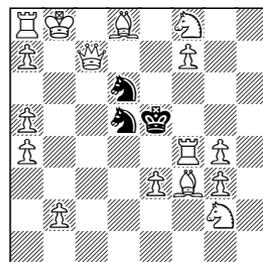
H#4 2 solutions

H0101 Alexander Toger
Israel



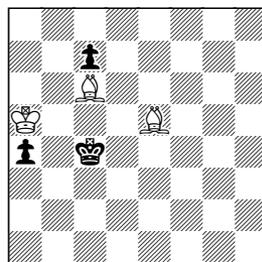
H#4 2 solutions

F0033 Mike Prcic
Westlake Village, CA



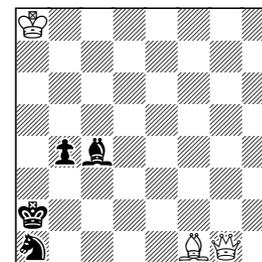
=2*

F0034 Artur Gartser
Russia



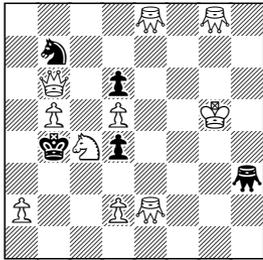
H=2*

F0035 Artur Gartser
Russia



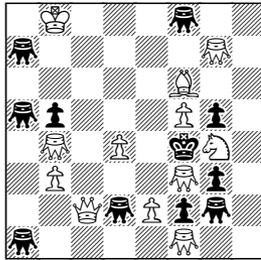
H=2*

F0036 Leonid Makaronez
Israel



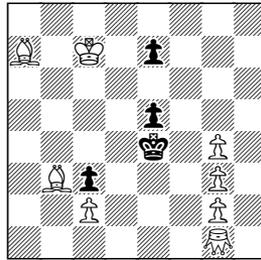
#2* Grasshoppers

F0037 Leopold Szwedowski
Poland



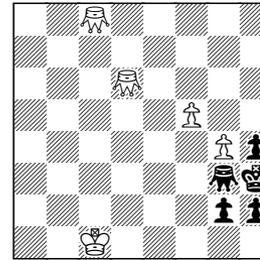
#2√ Madrasi Grasshoppers

F0038 Leonid Makaronez
Israel



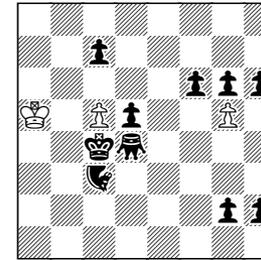
#3 b) g1G→d1
Grasshopper

F0045 Newman Guttman
Evanston, IL



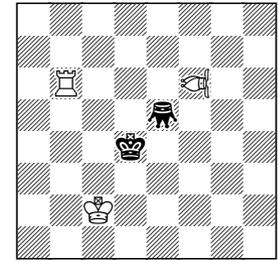
H#3 3 solutions
Grasshoppers

F0046 Dr. Klaus Wenda
Austria



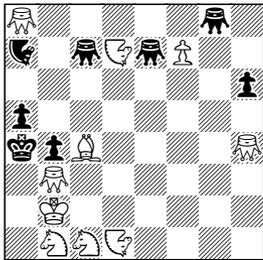
H#3 Circe b) c3NR↔d4G
Nightrider & Grasshopper

F0047 Vaclav Kotesovec
Czech Republic



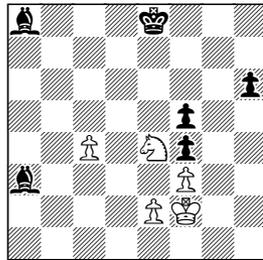
H#3 1/2 3 solutions
Fers on f6 and Grasshopper

F0039 Mike Prcic
Westlake Village, CA



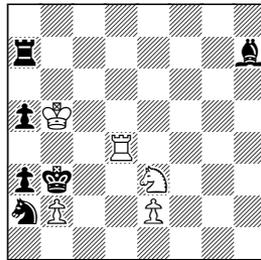
S#6 Grasshoppers &
Nightriders

F0040 Semion Shifrin
Israel



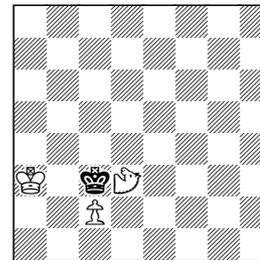
S#10 Maxi

F0041 Alexander Toger
Israel



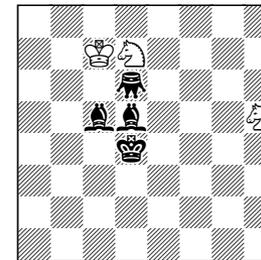
H#2 Andernach (3 sols.)

F0048 Adam Sobey
England



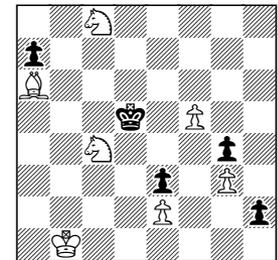
H#5 Rose on d3
Vertical Cylinder

F0049 Vladislav Bunka
Czech Republic



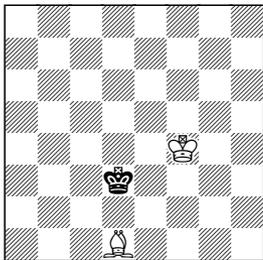
Series H#5 b) bPd6
Grasshopper

F0050 Unto Heinonen
Finland



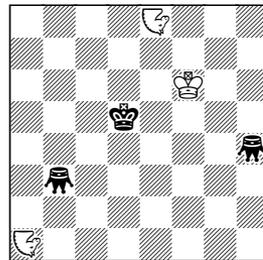
Series H#12 b) c4N→c2

F0042 Luigi Vitale
Italy



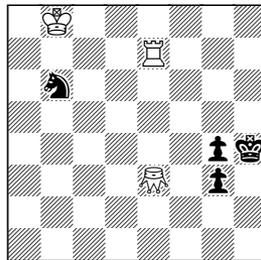
H#3 Sentinelles Duplex

F0043 Erwin Masonek
Germany



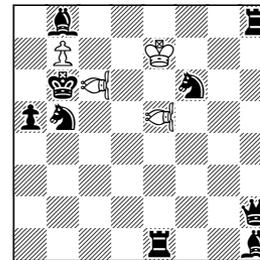
H#3

F0044 L.Makaronez &
A.Ettinger, Israel



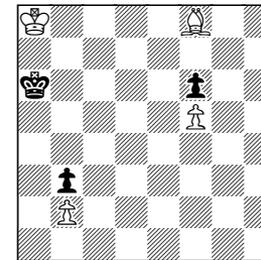
H#3 b) e3G→f1

F0051 David L. Brown
Rockford, IL



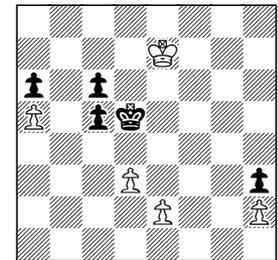
Series #14 Fers

F0052 Imre Nemes
Hungary



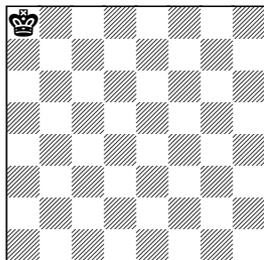
Series H#17

F0053 Imre Nemes
Hungary



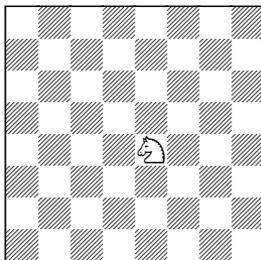
Series H#18

R0011 Henrik Juel
Denmark



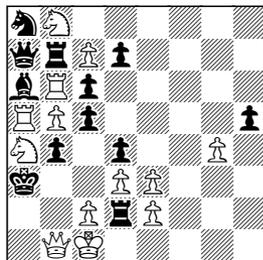
Add wK, 4wP's and bN for a 5+2 Illegal Cluster; 4 sols.

R0012 Noam Livnat
Israel, A Bat-Mitzvah
Present to Emily Donati



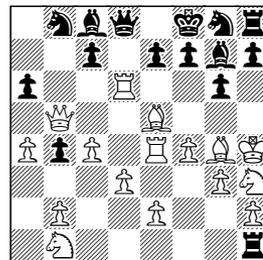
Add wK, wQ, wN, and bK for a 4+1 Illegal Cluster

R0013 Andrei Frokin
Ukraine



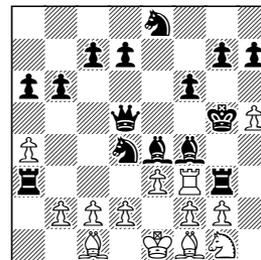
Last check?

P0019 M.Caillaud & N.Livnat
France & Israel



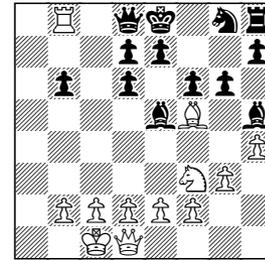
Proof game in 21.5 moves

P0020 Unto Heinonen
Finland



Proof game in 21.5 moves

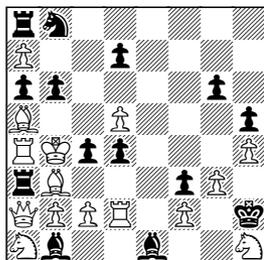
P0021 Satoshi Hashimoto
Japan



Proof game in 16.5 moves

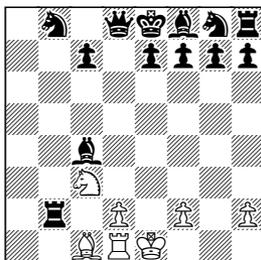
SG2 SOLUTIONS by John Meyers

R0014 Thomas Volet
New Canaan, CT
Dedicated to T. Hickey



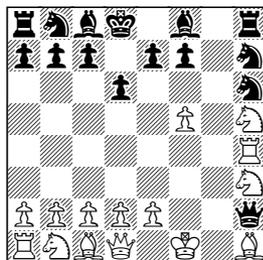
Path of WKP?

P0014 Joost de Heer
Holland



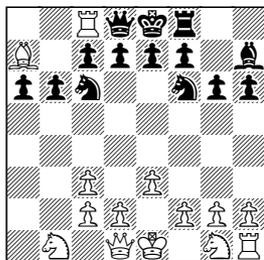
Proof game in 11.0 moves

P0015 C.C. Frankiss
England



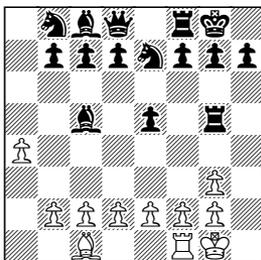
Proof game in 14.0 moves

P0016 John Meyers
Racine, WI



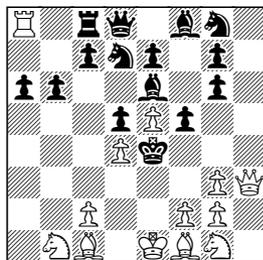
Proof game in 15.5 moves

P0017 Andrei Frokin
Ukraine



Proof game in 16.5 moves

P0018 Mikhail Kozulya
Ukraine



Proof game in 17.0 moves

I'd like to welcome new solvers Dean Hightower, D. Stauvers, and Tom Langland. Special thanks to C. J. Feather who, although did not send in solutions, did send Helpmate comments.

I have tried to be as objective as possible while scoring. Solvers, please, try to keep misprints and typos to a minimum. I don't mind handwritten solutions if they are legible. My thanks to the solvers for keeping all the same section problems grouped together. It made scoring much easier. Many solvers went so far as to write the numbers of problems they missed solving and indicate this fact somehow. This isn't necessary, but it is appreciated.

I encourage those solvers who send solutions only to add some comments if they'd like. Composers love to see the comments.

Solvers' names and initials: Alex Markevitch (AM), Paul Steiner (PS), Israel Tzur (IT), Vladimir Gurvich (VG), C.C. Frankiss (CCF), Luigi Vitale (LV), and C.J. Feather (CJF).

TWOMOVERS

T0009 (Markevitch) **1.Qa2!** (zz) A lovely key in miniature.

T0010 (Neyndorff) Set: 1...Kf6 2.Qh6. Try: 1.Qf4? Kd7! So, **1.Qc5!** (zz). 1...Kd7 2.Qc8; 1...Kf6 2.Qe5. The K-flight play helps the originality.

T0011 (Rosberger) Try: 1.Sf7? e5! Key: **1.Ne8!** (zz) 1...Ke4 2.Rxe6; 1...Ke5 2.Rc5; 1...Nxe2! 2.Rc4; 1...e5 2.Nf6. Very pretty Meredith with 3 flights (d4,e4,e5) neatly accommodated

T0012 (Rosberger) **1.Ra8!** (zz) A light setting and interesting grouping of pin and double-pin mates.

T0013 (Aliovsadzade) Try: 1.Ne1? thr. 2.Rc2. 1...Qh2 2.Ne4. 1...Nxd4 Bd2. 1...cxb5 2.Nxb5. 1...Qxd3! (nor 1.Rc5? thr. 2.Qxc4. 1...Qxd3 2.Qa5. 1...Rxc5!) Key: **1.Rf5!** thr./Kxd3 2.Qxc4. 1...R~ 2.Ne4. 1...Rxd4! 2.Bd2. How to handle d3? Beautiful transferred mates.

T0014 (Groeneveld) Set: 1...d5 2.Qxc7. 1...exf3 2.Qb4. Tries: 1.Qxc7? (thr. 2.Qxd6). 1...exf3! nor 1.Qb4? (thr. 2.Qxe4) 1...d5! nor 1.Qa7? (thr. 2.Qe3) f1N! nor 1.Qg8? (thr. 2.Qg3) 1...exf3 Rh4. 1...h4 2.Qg4. 1...f1N! So, **1.Qe8!** thr. 2.Qxe4. 1...exf3 2.Qe3; 1...d5 2.Qe5. A very lively engagement with a brigade of BPs.

T0015 (Steiner) Set: 1...Rf4 2.Rd5. 1...Nd6 2.Re4. Key: **1.Qc2!** thr. 2.Qe4. 1...Rf4 2.Nxc6. 1...Nd6 2.Qc5. 1...Kxd4 2.Bxf6. Nicely keyed, changing defenses.

T0016 (Steiner) Try: 1.f4? (thr. 2.Bf2). 1...Re5 2.Qxe5. 1...Rxf4 2.Qxf4. 1...N~ 2.Nxf5. 1...Rg5! Key: **1.Rc1!** thr. 2.Rd1. 1...Rf3 2.Qe5. 1...Rxd5 2.Qf4. 1...Nxd5 2.Nxf5. 1...Bxd5 2.Qxa7. 1...Kxd5 2.Qd6. A nifty key, a meaty matrix with transferred mates and the flavor (but not truly) of Stocchi selfblocks on d5. Note tricky cook tries: 1.Qxa7? Ra8! and 1.Qxb5? Rf4!

T0017 (Lynn) Try: 1.Nd4? thr. 2.Qf5 (2.Qxe4?). 1...Nc4/Nf3 2.Qxe4. 1...Bxg3! Key: **1.Nd6!** thr. 2.Qxe4 (2.Qf5?). 1...Rc4 2.Bxc4; 1...Bf5 2.Qxf5. Anti-dual strategy in Sushkov theme. Also 1.Qg8? e5!

0018 (Barnes) **1.Ke1!** This very surprising unpin-repin key is a waiver with many mates!
T0019 (Vukceвич) **1.Rd5!** thr./Kxd5 2.Qd3. A gorgeous traditional idea with high solver appeal. The cross-checks 1...exd5+ 2.f5 and 1...e5+ 2.Rd7 are a show unto themselves! Note the 3 other selfblocks 1...cxd5, 1...Qxd5, and 1...bxc3.

T0020 (Rosner) Try: 1.Nxb5? thr.Nxc3 1...Rxb5 2.Rxb5; 1...Rxe6 2.Rxf5. 1...b1N! Key: **1.Nxf5!** thr. 2.Ne7. 1...Rxc6 2.Rxb5. 1...Rxf5 2.Rxf5. 1...Bxf6 2.Nxf6. An interesting flirtation with symmetry: something actually happens on the "other" side, albeit symmetrical!? Cook try: 1.Nc2? b1Q!

THREEMOVERS

M0011 (Kavnatsky) **1. Pd6!**, and a ZZ with two white castles: 1...Kc2 2. N3d5! Kd3 3. 0-0-0#, or 1... Ke3 2. N6d5+! Kxf3 3. 0-0-0#. There is also a 'pure' mate after 1... Pxd4 2. Be4+ Kc3 3. N6d5#. Fine unity of variations. (The main variations with castling on both sides is very nice - IT)

M0012 (Vukceвич) Thematic tries 1. Bd6?, and 1. Rd6?, both threaten 2. Sc7#, but fail upon 1... Qxd2, and 1... Qxd3, respectively. The refutations liberate c6 and d6 squares for the black king after white self-interference on d6. The solution is **1. Kb8!** ~ 2. Rxb4+. Only after the squares c6 and c5 are blocked, does white go to d6: 1... Pc6+ 2.Bd6!, and 1...Pc5+ 2. Rd6!. (Beautiful! The tries become continuations with dual avoidance - IT)

M0013 (Prcic) White needs a tempo, and only **1. Kc1!** works, because after 1. Ke1? Bh4!. So, 1. Kc1 (ZZ) Bh4, Ba5, Pg5, Pa5 2. Nc7, Ne7, Nf5+, Nb5+. A very nice antisymmetric solution. (A splendid tempo problem - LV)

M0014 (Zimmer) **1. Re1!** Ph5 2. Re4+, 1...Kh5 2. Kg3, and 1...Kh4 2. Bf6+. Nice miniature with two Zugzwang variations, and a key that gives two flights. (An outstanding miniature - AM)

M0015 (Gavrilovski) **1. Qf2!** ~ 2. Qg3+. 1...Rxe4 2. Rc5+ (A) Nxc5 3. Qd4# (B), 1...Qd2 2. Qxd4+ (B) Nxd4 3. Rc5# (A) 1...Bxe4 2. Rxe6+ (C) Nxe6 3. Qxf5# (D) 1...Nh5 2. Qxf5+ (D) Pxf5 3. Re6# (C). In two sets of variations, the second and third white moves alternate in a reciprocal fashion: AB-BA-CD-DC. It does not affect the solution, but the pawn on c7 is black! It is there to prevent a dual in a side variation 1...Be3 2.Qg3+ Kxe4 3. Re6#. Without black pawn on c7, 3. Rc4# would also be possible. The typing error was not discovered before we went to print.

The inclusion of that pawn shows how well Zoran polishes his problems before publication.
M0016 (Markevitch) By many standards, the first move is not great, but the second move still makes this problem enjoyable and difficult: 1. Qg7 Ke6 2. Nf5!, and 1... Kc5 2. Qe5+.

M0017 (Markevitch) A difficult key and two interesting variations with checking motives and different justification for the same white second move: **1.Qe2!** ~ 2. Qxa6+. 1...Rxe5+ 2. Bd5+!, 1... Kxe5 2.Bd5+!. Also, 1... Rxf4 2. Qc4+!.

MOREMOVERS

M0018 (Vukceвич) Thematic tries: 1.Nbxd5+? Bxd5! (but not 1...Dxd5? 2.Ng2+!), and 1. Nfxd5+? Qxd5! (but not 1. - Bxd5? 2. Nc4+!). Solution: **1.Qd8!** ~ 2. Ng2+ 1... Rbxd8 2. Nbxd5+! Bxd5 3. Rb3+ Bxc4 4. Pd5#, and 1... Rfxd8 2. Nfxd5+ Qxd5 3. Rf3+ Qxf3 4. Pd5#.

M0019 (Zimmer) **1.Pa5!** Kb8 2. Bd8 Ka8 3. Nf3 Kb8 4. Nxd4 Ka8 5. Nc6 Pd4 6. Bb6! Pxb6 7. Pxb6 Pa5 8. Pb7#. Complete domination with a model mate by the least suspicious white piece.

STUDIES

E0003 (Raican) **1. Pa8=Q!** (a) Qh5+! (b) 2. Ke6 Qe2+ (c) 3. Kf6! Qxb2+ 4. Kf7 Nxa8 5. Bf5+ Kh6 6. Rh8+ 7. Bf6 Qxf6+ 8.Kxf6 Kh5 9. Be6 Nb6 10. Nc5, and white wins. (a) 1. Bf6? Qd5+ 2. Be6 Qb7+ 3. Be7 Qf3+ 4. Bf6 Qb7+, with a perpetual. (b) 1...Nxa8? 2. Rh8+!! Qxf6 3. Bf6, with an easy win. (c) 2. Nxa8 3. Bf6, with a mate. A beautiful study in white space domination. Note how black is forced to block the a8-square for his queen.

SELFMADES

S0008 (Fomichev) Set: 1...Rd4 2.Qe4+ 1...Rxe3 2.Bxe6+ 1...Nd4 2.Qxe6+ 1...Nxe3 2.hxg4+. 1.Qd4! thr. 2.Nd6+ cxd6# 1...Rxd4 2.hxg4+; 1...Nxd4 2.Bxe6+; 1...Re3 2.Qe4+; 1...Ne3 2.Qxg4+. Although four changes occur, they are not cyclic, nor do they form a true Ideal Rukhlis. Very pretty, whatever the thematic classification!

S0009 (Prcic) 1.Nb5! thr. 2.Qf8+ Bxf8 3.Bb6+ axb6# 1...cxb5 2.Ne6+ Kc6 3.Rxc4+ Nxc4# or 1...c3 2.Qd6+ Kc4 3.Qxc6+ Nxc6# Black provides two new flights which white can exploit via unpin of the e5N.

S0010 (Fomichev & Gordian) 1.a8Q! thr. 2.Rd6+ Kxc5 3.Rd5+ Kb6 4.Nd7+ Nxd7# 1...c3 2.Rxe5+ Kd4 3.Rd5+ Kxd5 4.Qe5+

Qxe5# or 1...Kd5 2.Bxe5+ Kd5 3.Bd4+ Kxd4 4.Qe5+ Qxe5# Exquisite dumping of white's halfpinned R/B. The key is not particularly offensive (note its guard of the a-file).

S0011 (Markevitch) 1.Qb4! Nh6 2.Qa4 Nf7 3.Rb5+ Kxc3 4.Qb3+ Kd4 5.Qd3+ Bxd3# and 1...Ne7 2.Qxe7 Kxb3 3.Qb4+ Kc2 4.Nxa2 Bxa2 5.Qc4+ Bxc4# The awakening of the b1B from its bed, dictated by the wandering g8N, is surely unexpected!

S0012 (Markevitch) 1.Ra5! Kb8 2.Rb5 Ka8 3.f8B Kb8 4.Bxd6+ Ka8 5.Rb6 axb6 6.Kb5 Ka7 7.Qa4+ Na5 8.Bc6 dxc6# That the wK comes center-board is surprising, prepared by 5.Rb6! and the guards of the wBs.

S0013 (Muller) 1.Ng3+! Kg1 2.Qa1+ Kf2 3.Qd4+ Kf3 4.Qg4+ Kf2 5.Qe2+ Kg1 6.Qd1+ Kf2 7.Nh1+ Bxh1 8.Qe1+ Kf3 9.Qh4 Bg2# Remarkable light manoeuvre precedes packing the a8B for the waiter! But a cook in 8 (apologies for my not testing thoroughly!): 1.Qf3+ Kg1 2.Qg4+ Kf1 3.Ng3+ Kf2 4.Qe2+ Kg1 5.Qd1+ Kf2 6.Nh1+ Bxh1 7.Qe1+ Kf3 8.Qh4 Bg2 # easily corrected by starting wQe5.

HELPMATES

NOTE: The 3 problems quoted, which were of recent tourney themes are: H0024: Feather 50JT, H0029/H0030: Karpati 80JT
H0019 (Ivanov): 1.Qc7 Qg5 2.Re7 Qd5# 1.Qd7 Na4 2.Re6 Qc5# Rotated model mate pictures.

H0020 (Muralidharan): 1.Kd3+ Ne3 2.Qe4 Rd1# (0-0-0?) 1.Qc4 Nc3+ 2.Kd3 0-0-0# (Rd1?) Reflected mating nets, W-castling element.

H0021 (Bales): Set: 1.....g5 2.Bf5 Rxf2# Play: 1.Bxg4 Rg3+ 2.Bxf3 Rh3# Black gobbles 2 W-units to save mate.

H0022 (Aliovsadzade): 1.e3 Kf6 2.e4 g3# 1.Kf5 h4 2.Rf4 g4# Exact chameleon ideal pin-mates.

H0023 (Nagnibida): a) 1.e5 Kg2 2.Ke4 Qf3# b) 1.Qc5 Kf4 2.Kd6 Qd8# c) 1.Kc5 Kd3 2.Rd5 Qa3# Three different models with wQ+wK; echoed K-movements.

H0024 (Jones): a) 1.g1B! Bxe3+ 2.Bxe3 Rf5# b) 1.b1R! Rxd4+ 2.Rxd4 Bb8# Feather 50JT theme: In H#2, White's first is both a capture & check. Nicely combined w/ promotions!

H0025 (Youngs): 1.Rd3 Bb8 2.Be5 Bxa7# 1.Bd3 Kh3! 2.Ne5 Bxf2# 1.Bc4 Bd6 2.Rd3 Nc2# 1.Qd3 Bf4 2.Ne4 Ne6# Two pairs of mating schemes; all models.

H0026 (Chumakov): Set: 1.....Be7 2.Ke6 Bc4# 1...Bxc6+ 2.Kc4 Ne5# Play: 1.Qxg6! Ba4 2.Qe4 Bxb3# 1.cxb5! gxh5! 2.Kc6 Ne7#

Rook Black captures of set mating units. Four mating squares (all models) in 2 echoed pairs.

H0027 (Wiehagen): a) 1...Ba6 2.Rd7! Rb5 3.Kd3 Re5# 1...Bf1 2.Qe2! Re5+ 3.Kd3 Bxe2# b) 1...Rf8 2.Bd7! Bf7 3.Kf5 Bd5# 1...Rf1 2.Qf2! Bd5+ 3.Kf5 Rxf2# Extensive diagonal/orthogonal correspondence. Bi-directional critical moves by each White line piece, and complete Black Grimshaw on d7. (Nice blend of solutions in satisfactory economy, however, each pair of solutions is well known by itself-CJF)

H0028 (Holladay): a) 1.Re5 Nh5 2.Rd5+ Ke2 3.Ke4 Ng3# b) 1.Re5 Nd5 2.Kg4 Kg2 3.Rh5 Ne3# c) 1.Rg2 Nd7 2.Kg4 Ne4 3.Kf3 Ne5# d) 1.4Rf2 Ng5 2.Kf4 Kc3 3.Ke3 Nd5# e) 1.Rf3+ Kc4 2.2Rf3 Ne8 3.Ke4 Nd6# f) 1.Re5 Kc3! 2.Ke4 Kc4 3.4Rf5 Nd2# Letter "J" dedication; echoed ideal-mates.

H0029 (Funk): a) 1.c1R g7 2.Rc2! g8R 3.Rc3 Rg4# b) 1.f1B g7 2.Be2! g8R 3.Bd3 Rc8# Karpati 80JT theme: In H#3, both a Black employs a promotion and a tempo.

H0030 (Brown): a) 1.e1N! Bf7! 2.Bd3 Na4 3.Bc4 Be8# b) 1.e1R! Bb1! 2.Bc2 Nd7 3.Ba4 Bd3# Key promotion/tempo moves, wB line and Bristol clearances for the bB.

H0031 (Nagnibida): 1.Ba8! Ba1! 2.Nb7 Nb2+ 3.Kc3 Ne4# Pretty corner-to-corner critical move echoes and shutoffs, with model-mate finale.

H0032 (Schoneberg): 1.Bb2 Ra2! 2.Kd1 Ba3 3.Kc1 Ra1# (pin-model) 1.Rf5 Bh4! 2.Ke3 Rf6 3.Kf4 Bg5# (pin-model) Numerous matched diagonal/orthogonal features: Black 1st-move departures and White 2nd-move arrivals (which also shutoff bRa8/bQd8); critical key-moves with timing element; matched bK-flights. (Strategic problem with attractive and well matched black selfpin and white hesitation effects, albeit in a rather heavy setting-CJF)

H0033 (Prcic): 1.Nb6 cxb6 2.Kg6 b7 3.Kh5 b8Q 4.Kh4 Qh2# 1.Nd6 cxd6 2.Ke5 d7 3.Kf4 d8Q 4.Kg3 Qxg5# Repeated Black N-sacs and long K-walks in opposite directions. (No surprises, but neatly done in fine economy-CJF)

H0034 (Vitale): 1.Kxd4 Ba6! 2.Nb5 e5 3.Kd4 Kf4 4.Nd4 Bc4# 1.Ne8 dxc5 2.Kd4 Kf2 3.Ke5 Ke3 4.Nf5 d4# Interesting hotch-potch; echoed bN movements.

H0035 (Prcic): 1.Rb8 Ka2 2.Bb6 Ka3 3.Kd7 Kb4 4.Bd8+ Kc5 5.Ke8 Kd6 2.Bb7 Bh3# 1.Rh3 Kb2 2.Rh8 Kc3 3.Bf8 Kd4 4.Kf7 Ke5 5.Kg8 Kf6 2.Bh7 Bd5# Initial Black guard forces accurate play by both. Distant, reflected mating nets.

FAIRIES

F0008 (Bakcsi & Zoltan) A) 1.Rf3 Nxf3 2.Bg5 Rxf5 3.Ne5 Nxe5=; B) 1.Rf5 Rxf5 2.Bg5 Bxe5 3.Bf6 Rxf6= and C) 1.Ne4 Nxe4 2.Bg5 Bxf6 3.Rf6 Nxf6= A neat rotation of W. captures. (The touch of a master - LV)

F0009 (Bernleitner & Wenda) 1.Gf6 a8G 2.Gb2 Gh8 3.Bd5 b8G 4.Bg2 Gh2 5.Kh4 Kf4= Gorgeous double G-promotions with the finale forcing the paralysis of the h2G. While chains are common with Orphans, here we see a chain (h8-b2-h2) beautifully achieved with modest complexity. (Remarkable final position - CCF)

F0010 (Vitale) A) 1.Nxf4=WN{Pf2} Ne6 2.Ne4 Nd4+ 3.Kf4 Ng6# B) 1.Ke4 Kg4 2.Nxf4=WN{Pf2} f3+ 3.Nxf3=WN{Pf2} Ng3# C) 1.Nxf4=WN{Pf2} fNe6 2.Ne4 Nd4+ 3.Kf4 Nd3# D) 1.Kg4 Kg6 2.Kh4 Kf5 3.Nxf4=WN{Pf2} hNg6# The twinning may not be graceful, but the wP gets a real pummeling. The e2P stops duals in A) & C) 1...Nxe2=BN?

F0011 (Bernleitner) 1.Bd2 exf6{Rh8} 2.Rh6 Rc4 3.Rxf6{Pf2} Be2# and 1.Rd6 exd6{Rh8} 2.Re8 d7 3.Re3 d8Q# (Not d8R?) Good Circe with the star of the show being the wP, being both big and small.

F0012 (Prcic) 1.Qe4 2.Nb1 3.Bc3 4.Rh8 5.Nd8 6.Rb7 7.Bd7 b3# Very pretty follow-the-leader sequence paralyzing all major men.

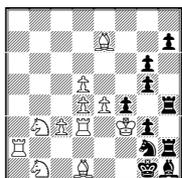
F0013 (Fomichev) ... 5.e8B 6.Bxa4 7.Be8 ... 12.a8B 13.Bxd5 14.Bf7 ... 18.d8B 19.Be7 Bg7# A pleasurable, straight-forward trio of Bishop promotions with the reflex condition preventing wQs on the 1st and 3rd promotions. **F0014** (Nagnibida) ... 2.Kxg5{Bc1} ... 5.Kd3! (not the route 5.Kg8? which takes one move too long!) ... 10.Kxa8{Bf1} ... 12.Kc8 ... 21.Ke4 Bd3# The Circe element also neatly forces the order by preventing the try 1.Kd3? ... 6.Kxa8{Bf1} where the BK cannot return to g5.

F0015 (Bakcsi & Zoltan) 1.d3 2.dxc4 3.c5 4.cxb6 ... 9.Kxc3 ... 16.Kxg2 ... 25.Kxe2 ... 27.Kxg4 ... 29.Kxh2 ... 34.Kc7 35.b7# A most entertaining series-mover ending in Ideal-mate.

F0016 (Markevitch & Brown) To save space, only the moving piece need be given: 1-20: Q-N-B-R-B-2R-B-N-R-3R-N-R-Q-R-hN-R-Q-N-B-Rh2 21-40: Q-B-N-B-Q-R-K-N-B-R-K-B-Q-R-K-Q-R-B-K-Qh4 41-60: N-R-K-R-N-K-P-B-R-K-dN-K-N-B-R-aR-N-K-B-Rc7 61-80: 5N-R-7N-R-bR-K-R-bN-B-7R-K-aR-K-R-N-R-bR-K-R-Ka7 81-100: aN-K-N-B-cN-aN-B-N-5N-K-R-N-B-P-B-K-cN-1N-R-a1N 101-120: B-1N-R-B-R-bN-K-B-R-K-1N-K-B-Q-R-N-B-N-B-Qa2 121-131: K-N-R-K-N-B-dN-K-B-N-cNb1, Bxe2# Thus, if you found

100.a1=N! you got it all. Although this could surpasses the orthodox record by Ott, it breaks new ground by utilizing constraints of 'minimal' boards combined with movement by MANY black pieces. Computer testing proofed each of the three major segments of this problem in a few seconds, but the linkage (or keyholes) between these segments may provide unsoundness in the bK's transition between them. Using these media, how far can the length be extended?

Markus Ott
Prize, feenschach 1980



Series H=153

1.Rg4 2.Rh6 ... 6.Kh5 ... 8.Rh2 ... 10.Kh3 ... 12.Rg4 ... 24.Kxd3 and back to 36.Kh3 ... 38.Rh6 ... 40.Kh5 ... 42.Rg4 ... 49.Kxd1. The shuffling & capturing continues, with the following significant events: 74.Kxb3 ... 101.Kxb1 ... 128.Kxc3 129.Kxd4 ... 141.Kh3 ... and now... 143.Rh6 ... 145.Kh5 ... 147.Rg4 ... 150.Kh2 151.Rh3 153.h4 Bc5=. Cool, huh!?

RETROS

R003 (Donati) Black's pawns have made 12 captures. White has four units left. Therefore, Black's last move was not a capture, and must have been a non-capturing discovered check. Five discovered checks appear to be possible. Which occurred? White's immediately preceding last move could not have been by the pawn at a6, because Black has fifteen pieces and White's pawns at g4 and g5 account for the only capture made by White. Nor could it have been by the White King since b1 and b2 are triple-attacked and the White King would have been in retro-check on those squares. Therefore, White's last move was by the g4 or g5 pawn. The capture made by the g4 or g5 White pawn was not of a Black pawn, since Black's h-file pawn had no capture available for it to reach the g-file. Therefore, one of White's pawns captured a Black piece. That capture cannot have been recent, for after the capture (which must have been from the h-file, as otherwise Black's a-file pawn would not be accounted for), Black's h-file pawn promoted to replace whatever piece was captured. Therefore, White's last move was a move, not a capture, by the g4 or g5 pawn. Only the pawn at

g4 could have moved last, since g3 could not have been occupied. Therefore, White played g3-g4, and Black played Nf1-g3+.

R0004 (Raican) Ke3, Rb4, Bd5, Nd2/ kc4 The position becomes legal as follows: (a) minus Rb4: -(1) Nf1-d2++ (b) minus Bd5: -(1) Rb1-b4++ (c) minus Nd2: -(1) Bb1-d5++

P0006 (Velucchi) 1.Nc3 d5 2.Nxd5 g5 3.Nf4 g4 4.Nfh3 g3 5.f4 gxf2 6.Kf2 hxg1=R 7.Qe1 Rxf1+ 8.Rxf1 e6 9.Rg1 e5 10.Kh1 exf4 11.Ng1 (Attractive and deceptive - CCF) **P0007** (Caillaud) (a) 1.h4 g5 2.hxg5 h5 3.g6 Rh6 4.g7 Rf6 5.Rh3 Nh6 6.g8=N Rf4 7.Nxe7 f6 8.Nc6 dxc6 9.Rd3 Bh3 10.g4 Qd5 11.Bg2 Qf3 12.Rd7 Be7 13.d4 Bd8 14.Bd2 (b) 1.h4 e6 2.h5 Qf6 3.h6 Qf3 4.hxg7 h5 5.Rh4 Nh6 6.g8=Q f6 7.Qxe6+ Be7 8.Qc6 dxc6 9.Rd4 Bh3 10.Rd7 Rg8 11.d4 Rg4 12.Bd2 Rf4 13.g4 Bd8 14.Bg2 (An amazing problem. How does one create a beauty like this? - VG) (A brilliant concept well executed - CCF)

P0008 (Le Gleuher) 1.d4 f5 2.Qd3 Nf6 3.Qa6 bxa6 4.a4 Bb7 5.Ra3 Bf3 6.Re3 Nc6 7.Re6 Rb8 8.Rd6 exd6 9.gxf3 Qe7 10.Bh3 Qf7 11.Bg4 Be7 12.Bh5 Bd8 13.Bg6 h5 14.Bh7 Qa2 15.Bg8 Rb3 16.Bd5 Nb4 17.Bb7 c6 18.Nh3 Bc7 19.O-O Kd8 20.Rd1 Re8 21.Rd3 Re3 22.Rc3 Rd3 23.e3 Rd2

The following cook was found by Peter van den Heuvel. 1.a4 Nc6 2.Ra3 Rb8 3.Rd3 h5 4.Rd6 exd6 5.d4 Qe7 6.Qd3 Qe6 7.Qa6 Qa2 8.Be3 bxa6 9.Bd2 Rb3 10.Bc1 Nb4 11.Na3 Bb7 12.Nb1 Bf3 13.gxf3 Be7 14.Bh3 Bd8 15.Be6 f5 16.Bd5 Nf6 17.Bb7 c6 18.Nh3 Bc7 19.O-O Kd8 20.Rd1 Re8 21.Rd3 Re3 22.Rc3 Rd3 23.e3 Rd2

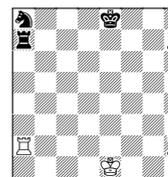
P0009 (Raican) 1.d4 e6 2.d5 exd5(N) 3.h4 Ne3(P) 4.Rh3(B) exf2(N) 5.Bxd7(R) Nxd1(B) 6.Rxd1(Q) Ne7(P) 7.Nd2(P); Try: 1.h4? e6 2.Rh3(=B) Ne7(=P) 3.Bxe6(=R) dxe6(=N) 4.d4 Nxd4(=B) 5.Nd2(=P) Bxf2(=R) 6.Kxf2 Kd7 7.Ke1 Ke8 (too long!)

ERRATA

The caption to Michel Caillaud's P0013 (SG3) omitted to state that it is dedicated to Mark Kirtley. Our apologies to both Michel and Mark.

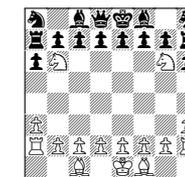
Please note corrections to Henrik Juel's R0002 (SG1), Thierry Le Gleuher's P0008 (SG2), and Mark Kirtley's P0011 (SG3). The new diagrams are shown above.

R0002 Henrik Juel
Denmark (v)



Add 24 men for an
Illegal Cluster

Solution to R0002 (v)



The parity of the position establishes that Black moved last, yet Black has no possible last move. Removing any unit legalizes the position. Note that the same position with bNh8→g1 and wNg6→h1 is not illegal: although Black has no possible last move, parity shows that White moved last.

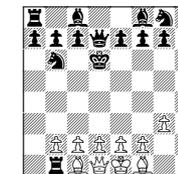
P0008 Thierry Le Gleuher
France, (v)



Proof game in 21.5 moves

1.a4 f5 2.a5 Nf6 3.a6 bxa6 4.Ra3 Bb7 5.Rg3 Bf3 6.d3 Nc6 7.Bf4 Rb8 8.Bd6 exd6 9.gxf3 Qe7 10.Bh3 Qf7 11.Bg4 Be7 12.Bh5 Bd8 13.Bg6 h5 14.Bh7 Qa2 15.Bg8 Rb3 16.Bc4 d5 17.Qd2 Kf7 18.Qb4 Re8 19.Qb8 Re3 20.Bb5 Ne5 21.Bc6 Ne4 22.Bb7

P0011 Mark Kirtley
Alpine, Tx
Dedicated to Gianni Donati (v)



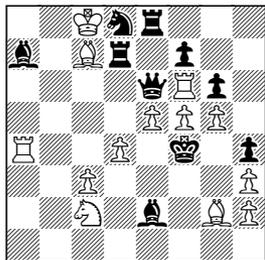
Proof game in 13.0 moves

1.a4 h5 2.a5 Rh6 3.a6 Rxa6 4.Nf3 Rxa1 5.Ne5 Rxb1 6.Nxd7 Nxd7 7.g3 Nb6 8.Bg2 Qd5 9.Bh3 Qxh1+ 10.Bf1 Qc6 11.Bg2 Kd7 12.Bh3+ Kd6 13.Bf1 Qd7

WCCT5 Results: Helpmates & Selfmates by Mike Prcic

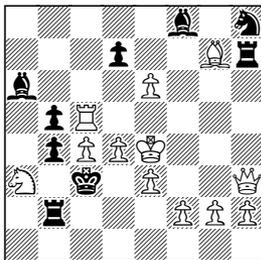
The theme for the Helpmate in 2 moves was: "At least two direct white batteries exist in the initial position. In each of the solutions a new battery is formed from pieces belonging to two different original batteries. The batteries may be direct, indirect or masked. Set-play, multi-solutions, variations, twinning, etc. are allowed but not zeroposition". The first place went to Slovakia, second to Bulgaria and tied for third and fourth were Moldova and Ukraine. The highest placed U.S. entry was Daniel Meinking's fifteenth place.

First Place, Slovakia
L. Lacny



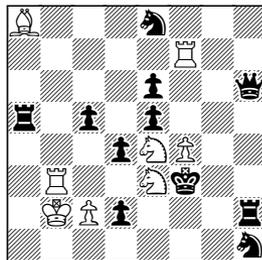
H#2 b) c2→f3 c=b) h2→g4

Second Place, Bulgaria
W. Alaikov



H#2 b) b2→b3 c) a3→f1

3rd & 4th Place, Moldova
N. Chikanov



H#2 6 solutions

First Place. Difficult combination of cyclic battery creation with ambush moves and pin mates.

1.Qxe5 Ra5 2.Qd6 fxe6#6, b)1.Bd3 Bb6 2.Bxf5 d5#, c)1.Rxd4+ Rxe6 2.f6 exf6#

Second Place. Combination of themes: cyclic battery creation, ambush and cyclic Zilahi.

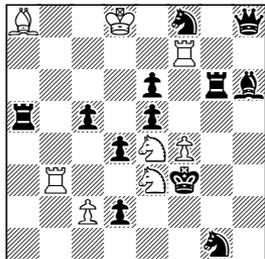
1.Bxc5 Bh6 2.Bxd4 exd4#, b)1.Rxh3 Rd5 2.Bc5 dxc5#, c)1.dxe6 Qxe6 2.Bxg7 cxb5#

Third & Fourth Place. Six battery creations, task! (N. Chikanov)

1.dxe3 bRb7 2.Kxe4 Rb4#, 1.Qxf4 fRb7 2.Kxe4 Ra7#, 1.Rb5 Nd5+ 2.Kxe4 Nb6#

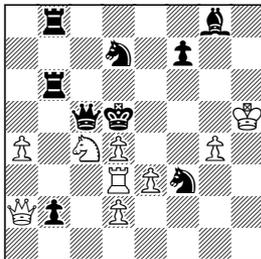
1.Re2 Nc3+ 2.Kxe3 Nd1#, 1.Qg5 Nf6+ 2.Kxf4 Nh5#, 1.Nc7 Nf5+ 2.Kxf4 Nxb6#

3rd & 4th Place, Ukraine
R. Fedorovich



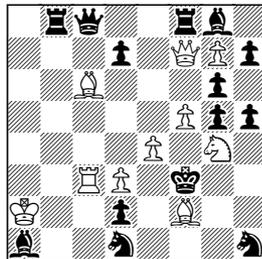
H#2 6 solutions

5th & 6th Place, Bosnia
F. Abdurahmanovic



H#2 4 solutions

15th Place, U.S.A.
D. Meinking



H#2 3 solutions

Third & Fourth Place. Six battery creations, task! (R. Fedorovich)

1.Ne2 Nc3+ 2.Kxe3 Nd1#, 1.dxe3 bRb7 2.Kxe4 Rb4#, 1.Rb5 Nd5+ 2.Kxe4 Nb6#,

1.Bxf4 fRb7 2.Kxe4 Ra7#, 1.Rg5 Nf6+ 2.Kxf4 Nh5#, 1.Rg4 Nf5+ 2.Kxf4 Ng7#

Fifth & Sixth Place. Combination of themes: Battery creation and black king's star.

1.Qb4 Rb3 2.Kxe4 Rc3#, 1.Qxd4 Qb1 2.Ke4 Rxd4#, 1.Qd6 Rc3 2.Kc6 Na5#, 1.Qe7 Qxb2

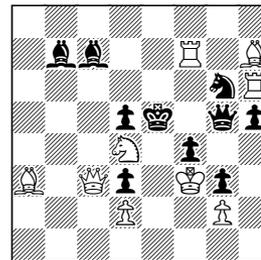
2.Ke6 d5#

Fifteenth Place. Cyclic battery creation with ambush moves.

1.Kxg4 Bxd7 2.Qxc3 fxe6#, 1.Ke2 Qc4 2.Rf7 d4#, 1.Kf4 Rc4 2.Bxg7 e5#

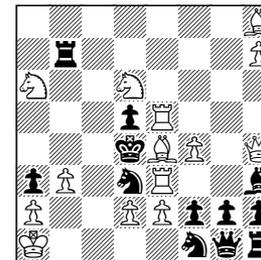
The theme for the Selfmate in 3 moves was: "A white line which has been opened by black, is subsequently closed again by a white piece. This opening and closing may be an already existing line or of a future anticipatory line." The winner was Germany followed by the U.S.A. and Germany. Another entry from the U.S.A. placed eighth.

First Place, Germany
H.P. Rehm



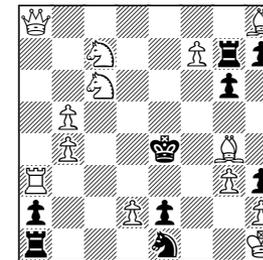
S#3

Second Place, U.S.A
M.R. Vukcevic



S#3

Third Place, Germany
U. Degener



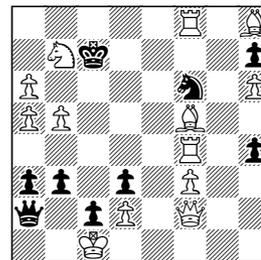
S#3

First Place. 1.Qa1! (2.Qe1+ Kxd4 3.Qe4+ dxe4#), 1...N~ 2.Rf5+ Qxf5 3.Ne6+ d4#, 1...Ne7 2.Bd6+ Bxd6 3.Nf5+ d4#

Second Place. 1.Bg6! (2.3Re4+ dxe4 3.e3+ Nxe3#), 1...N~ 2.Rd3+ Nxd3 3.e3+ Nxe3#, 1...Nxe5 2.f5+ Bg4 3.Nxb7 (ZZ) N~#, 1...Nx f4 2.Rf5+ Rg7 3.Rxh3 (ZZ) N~#

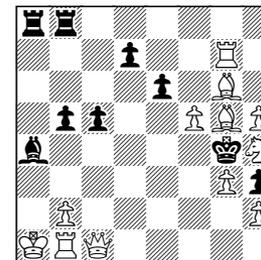
Third Place. Set: 1...Rx f7 2.Ne5+ Kd4 3.Rd3+ Nxd3#, 1...Rg8 2.Nd4+ Rxa8 3.Bf3+ Nxf3#, 1.Ne8! (2.Nd6+ Kd5 3.Rd3+ Nxd3#), 1...Rx f7 2.Nd4+ Rb7 3.Bf3+ Nxf3#, 1...Rg8 2.Ne5+ Kd4 3.Rd3+ Nxd3#, (1...Kd5 2.Qd8+ Kc4/Ke4 3.Qd3+ Nxd3#)

Fourth Place, Belarus
M. Khramtsevich



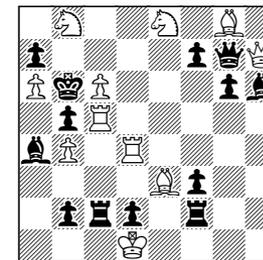
S#3

Fifth Place, Netherlands
P. le Grand



S#3

Eighth Place, U.S.A.
M.R. Vukcevic



S#3

Fourth Place. 1.Bh3! (ZZ), 1...Ng4 2.Qc5+ Kd7 3.4Rf6 ~#, 1...Nd7 2.Rc4+ Nc5 3.Rc3 ~#, 1...Nd5(Ng8) 2.4Rf7+ Ne7 3.Rg7 ~#, 1...Ne8(Ne4) 2.Be5+ Nd6 3.Rd4 ~#, 1...Nh5 2.Rd4 Nf4(Ng3)/Nf6/Ng7 3.Qh2/Bxf6/Bxg7 ~#

Fifth Place. 1.Be7? c4!., 1.Bf7? e-!, 1.Bf6? d6 2.Be7, 1...d5!, 1.Bh7? d6 2.Rg6, 1...d5!, 1.Be8? d5 2.Bf7, 1...d6!, 1.h6! (2.Bh5+ Kxh5 3.Qd1+ Bxd1#), 1...d6 2.Be7 ~ 3.Qd1+ Bxd1#, 1...d5 2.Bf7 ~ 3.Qd1+ Bxd1#

Eighth Place. 1.e7! (2.Rc6+ Rxc6#), 1...g5 2.Rf5 (3.c8N+ Rxc8#), 2...f6 3.dRd5+ Rc5#, 1...f6 2.cRd5 (3.c8=N+, Rf4+), 2...g5 3.Re4+ Rc5# (2...Qxc7 3.Qxc7+ Rxc7#), 1...Qf6 2.Rg5 Qc6/Qe6/Qf5 3.Rd6+/Re4+/dRd5+ Rc5#

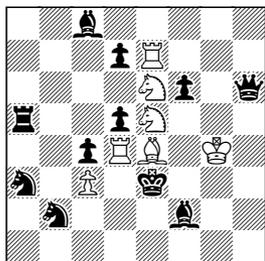
Helpmates to Enjoy by Daniel Meinking

If you're like me, you simply *can't* get enough of those Helpmate classics. It is our hope that we might satisfy that craving, if only for a fleeting moment. And so, without further ado ... enjoy!

H1 is a scintillating tango. Here, the bQ dances with both W and B men, with anticipatory line-closing effects. Cyclic roles of the W line-pieces (pin, guard, mate), and model-mates, make this a memorable interlude!

- a) 1.Qd3 Bf4 2.Kc3 Rxc4#
 b) 1.Qf4 Rd7+ 2.Ke5 Re3#
 c) 1.Qc6 Rd3+ 2.Kc5 Bd6#

H2 3rd Prize, Vilmos Schneider
 Magyar Sakszovetseg, 1965

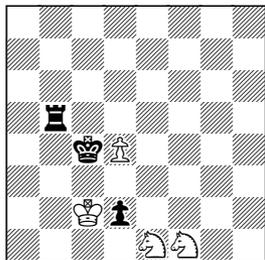


H#2 3 solutions

In **H3**, each side appears to have too many ponies, and too few pastures. Black is seemingly branded with fixed rear-guards, and an initial discovered check will shoo the bK off the ranch. Both sides open a "gate" for the other, then there are plenty of fields to graze!

- 1.Nxb4! Nxe6! 2.Nxe6 Nxb4#
 1.Nxc6! Nxc7! 2.Nxc7 Nxc6#

H4 3rd Prize, Karl-Heinz Ahlheim
 Die Schwalbe, 1971 (v)

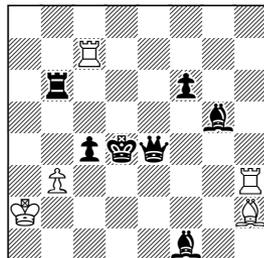


H#3 2 solutions

The miniature **H4** is a crackerjack confection. Opening the box, one finds a partial B mating cluster, and a need for the wNs to pop into action. Black's 2nd moves (the kernels) have critical and tempo elements. Finally, when one gets to the bottom, there's another surprise waiting: ideal-mates!

- 1.d1=R d5! 2.dRxd5! Nd3 3.Rd4 Ne3#
 1.d1=B+ Kd2 2.Ba4! Nc2 3.Bb3 Ne3#

H1 1st Prize, L.Camara, J.Kapros,
 J.Loic, Onkoud-25 JT, 1998

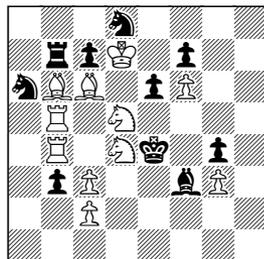


H#2 b/c wPb3→g4/a4

The pointed theme of **H2** was well ahead of its time. Clearly, the wRe7 must be activated. But, with three swordsmen, and only 2 moves, *how*? Simple! The *Three Musketeers* come to the rescue, with passive and active offerings, and bi-valve mating thrusts. *Touche!*

- 1.dxe4! Nf3! 2.exf3 Nc5#
 1.fxe5! Nf4! 2.exf4 Bg6#
 1.dxe6! Bxd5! 2.exd5+ Nd7#

H3 2nd Prize, Michel Caillaud
 Phenix, 1989

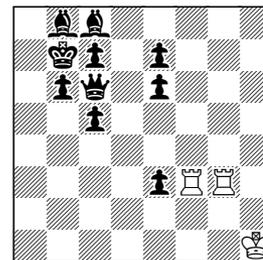


H#2 2 solutions

H5 is a romance novel in Meredith! The bR and bB play hard-to-get, but White's counterparts lovingly persist. This story *does* have a Happy Ending, however, in the form of model-mates.

- a) 1.Rc7 Rh7 2.Rc3 Rc7 3.Rd3 Rc4#
 b) 1.Bd8 Bg5 2.Ba5 Bd8 3.Bc3 Bb6#

H6 5th H.M., Daniel Gutman
 The Problemist, 1991



H#3 b) -bPe7

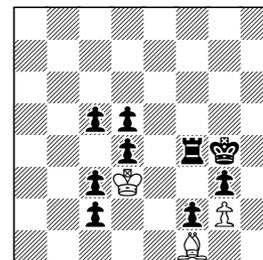
What is striking about **H6** is the lack of cooperation *between* the two sides, and the abundance of it *among* them! The bB/bQ aid by self-blocking and self-"neutralizing", while White's Rg3 twice self-unpins its mate. The side-board pin-models are well-conceived.

- a) 1.Bd7 Rg5 2.Kc8 Rd5 3.Kd8 Rf8#
 b) 1.Ka7 Rg2 2.Qb7 Rf7 3.c6 Ra2#

H7 is the best *orchestrated* helpmate you are likely to find. The final chord seems predictable; however, Black is tempo-bound. *But*, the wK conducts like a maestro! The bNb2 and wNf8 pedal with precision, while the bNa8 maintains the rhythm. *Bravo!*

- 1.Nc4 Ne6! 2.Nc7+! Nxc7 3.Na3 Nb5 4.Nc2 Nc3#
 1.Nd3 Nd7! 2.Nb6+! Nxb6 3.Nc1 Nc4 4.Ne2 Ne3#

H8 4th Prize, G.Bakcsi &
 L.Zoltan, feenschach, 1991

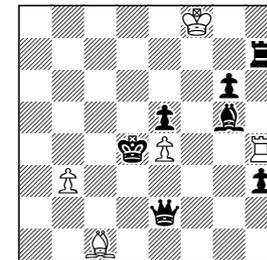


H#5 2 solutions

If **H1** is a tango, then **H8** must be a square-dance! The eventual mate is obvious, so what's White to do with all those tempi? The need for Black to reach g2, amazingly, swings the wK round-n-round, without capture!

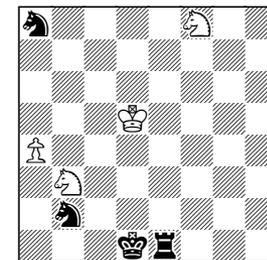
- 1.c1=Q Ke2 2.Qe3+ Kd1 3.Qf3+ Kc2 4.Qxg2 Kd3 5.Kf3 Be2#
 1.c1=N+ Kc2 2.Nd3 Kd1 3.Ne1 Ke2 4.Nxg2 Kd3 5.Kf3 Be2#

H5 1st Prize, A.Ivunin &
 A.Pankratiev, Probleemblad, 1994



H#3 b) bQe2→d3

H7 1st Prize, Josif Kricheli
 feenschach, 1970

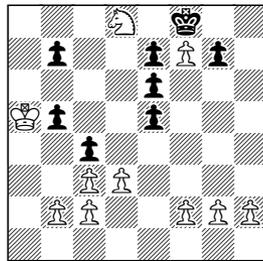


H#4 2 solutions

Think of all the foods you love. Is there a single one you liked before you tried it? Many solvers steer clear of problems with stipulations like "Release the position" or "Last 5 captures?" It's understandable. To a greater or lesser degree, we all suffer from laziness and fear. But once in awhile we should try something out-of-the-ordinary: when we do, we may find ourselves well-rewarded. It was only by venturing into the unknown that I discovered a taste for kasha varnishkes, cryptic crosswords, and, where was I?, oh yes, RETROS. Whatever your prejudices, you shouldn't write off retros without giving them a try.

Here we examine a single retro problem, composed by leading United States retro composer Thomas Volet. The problem is "after Harry Goldsteen," who published problems employing the same theme in *Die Schwalbe* in 1988 and in *Problemblad* in 1989. Nils Hoeg seems to have originated the theme in 1942.

Thomas Volet, after Harry Goldsteen, *Retro Corner*, 2/98



For how many moves must the wN have remained at d8?

If the stipulation seems implausible, be comforted to know that it could as easily have been "First move of WK?," or "How far east must the WK have travelled?," or "Last move of BKR?" This is an open-book quiz, so here are the answers: (a) the WN must have remained at d8 for at least 20 full moves; (b) the WK's first move was from e1 to g1, since White had to castle; (c) the WK travelled all the way to the eastern edge of the board (the h1 square); and (d) the BKR's last move was Pe2-e1=N. All this and more can be proved in Volet's innocent-looking position.

Let's have a look. A caution if you've never solved a retro problem before: don't be put off by a retro's "unchesslike" appearance. (Most retro problems actually look much less like chess than the present problem.) If you fret over "why" anyone made a move, you will get nowhere. Take it as gospel that virtually all retroanalysis will uncover a history of moves that make no sense whatsoever in ordinary chess terms.

In most retros a useful first step is to examine pawn captures. This problem is no exception. It will readily be seen that the Wpc3 captured d2xc3, and the Wpd3 captured e2xd3. This means the Wpf7 must have come from a2, capturing 5 Black units along the way. We see that the BKB was captured on its home square, so this capture and the 7 captures by White's pawns account for 8 captured Black units. Since 8 Black units remain, we have accounted for all the missing Black units, although we don't yet know what was captured where. (In many retro problems it will be possible to determine precisely where and how some units were captured, but usually some captures will be ambiguous.)

When we account for captures we must assure ourselves that the captured units could actually get to the squares where we assume they were captured. This leads to a discovery: since we know all captured Black units - except the BKB - were captured by White's pawns, we know the BKR was not captured in its "pawn form", because it couldn't move/capture to a square where a White pawn capture occurred. (Prove to yourself that Ph7xg6xf5xe4xd3 is not possible.) Therefore, the BKR pawn promoted and the promotee then placed itself where it could be taken by a White pawn.

Now let's look at the Black pawns. We just learned that the BKR promoted, and we see that this required at least 3 captures (so the promoting pawn could reach the e1 square). The bp's at b5, e5, and e6 account for 3 more captures, for a total of 6. Since 10 White units remain, we have accounted for all captures of White units, and we know the Black promotion took place at e1 and not further west.

Let's look at Black's e5/e6 pawns. The bp at e6 must have captured from d7, because the only alternative, Pf7xe6, is impossible since this path interferes with the path of the WQRP (which captured Pa2xb3xc4xd5xe6xf7).

Obviously the move d7xe6 had to be done after White played Pe6xf7, and until Black played d7xe6, the BQB was locked away on its home square. From this, what do we know? Well, this tells us that the BQB was not captured by the WPf7, so it was captured by the WP at d3, playing Pe2xe3. (If you wonder why the BQB wasn't captured on c3, please call me to schedule private lessons.)

Since the BKR had to promote at e1, and this couldn't happen until after White captured Pe2xd3, which in turn happened after Pd7xe6, which in turn happened after Pe6xf7, we discover that the promotee must have been captured at c3, by Pd2xc3.

Let's try to imagine the board before White played Pd2xc3 and Pe2xd3. What do we see? Since none of the White units was "wasted" (that is, each was demonstrably captured by a pawn), the WQB was locked in at c1 and the WKB was locked in at f1. These bishops in turn walled in the WQ at d1 and the WK at e1. Could there be more? Well, yes: the WKR must have been at g1 or h1. In fact, as we will see, this Rook must have been at h1, because White would be unable to get the imprisoned pieces out quickly enough unless the right to castle has been preserved.

A couple of further observations before we actually unlock the position. The BQR must have been included in the captures made by the WQRP pawn, and since the Black d7 pawn was locking in the BQB while the White a-file pawn was capturing its way to f7, the BQR must have exited via the a-file. This tells us that the capture Pa7xb6 or Pa6xb5 had previously occurred. (We will discover that the "tempo" move Pb6-b5 is needed for the retroplay, so in fact Black captured Pa7xb6). Because of time pressure on Black, while White is getting the WQB, WQ, and WKR to squares where they can be captured by the Black KRP, we will discover that the BKR needs to take 5 moves to reach e2, which in turn means that the BKR was blocked from getting captured anywhere other than on the f7 square (by Pe6xf7).

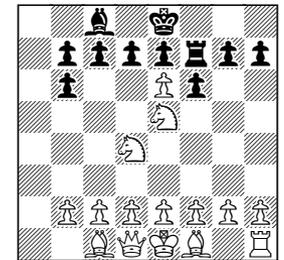
Now let's get to the actual solution. In retros the solution is usually written "backwards." That is, the solution goes from the diagrammed position backwards in time to a game position from which one could eventually return to the game array without great intellectual effort.

Retract: 1...Pf6xBe5 2.Bf4-e5, Pc5-c4 3.Bc1-f4, Pc6-c5 4.Pd2xNc3, Ne4-c3 5.Kb4-a5, Ng5-e4 6.Kc3-b4, Nh3-g5 7.Kd4-c3, Ng5-h3 8.Ke3-d4, Nf3-g5 9.Ke2-e3, Ne5-f3

10.Kf1-e2, Nf3-e5 11.Kg1-f1, Ne1-f3 12.Kh1-g1, N=Pe2 13.Kg1-h1, Pf3xRe2 14.Re1-e2, Pg4xQf3 15.Rf1-e1, Ph5xBg4 16.Uncastle (WK to e1, WR to h1), Ph6-h5 17.Qd1-f3, Ph7-h6 18.Be2-g4, Pc7-c6 19.Bf1-e2, Pb6-b5 20.Pe2xBd3, Bb5-d3 21.Nc6-d8, Ba4-b5 22.Ne5-c6, Bd7-a4 23.Nd3-e5, Bc8-d7 24.Ne5-d3, Pd7xNe6 25.Nd4-e6, Ke8-f8 26.Pe6xR7, etc.

This brings us to diagram #2. While there are variations in the intervening positions, diagram #2 represents a position which (except for the location of the White knights, the possible substitution of a WR for the WN which gets captured at e6, and the possible placement of the BK at g8 instead of e8) must have occurred at some point in the game preceding the problem diagram. In other words, at some point before the Volet position was reached, all of the pawns, the WK, the WQ, the WB's, the WR, and the BQB stood simultaneously on the squares where they appear in diagram #2.

Diagram 2

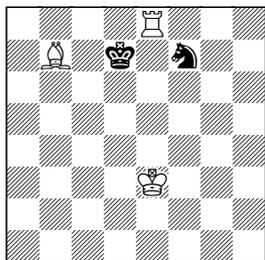


Note there is flexibility in writing the problem's solution. From retro moves 5 to 11, for example, the WK wends its way backward in time from a5 to g1, and the bN shuttles about. The actual paths taken might vary, and since neither side is under "time pressure" during this sequence, additional moves could be inserted without destroying the correctness of the solution. (Of course, one generally writes the shortest possible sequence of moves out of consideration for the solutions editor!) Similarly, the precise moves taken by the BQB in retracting to c8 are not important; one simply must be attentive to the parity of moves.

In the retro play, the WQB, WQ, WK, WKB, WKR, BQB, and BKR all return to their home squares. The uncastling and the "king-in-the-corner" maneuver, as well as the unpromotion of the bN at e1, also are integral to the full exposition of the theme, which the Danish retro expert Henrik Juel has named the "Homecoming Theme."

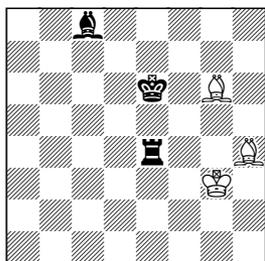
Herman Menkis from New Mexico

Herman composed mostly helpmates with model and ideal mating pictures, and sometimes produced a letter problem. However, unlike other composers with a similar taste, a large portion of his work is masterpieces of extreme polish. Take for example, the following twins:



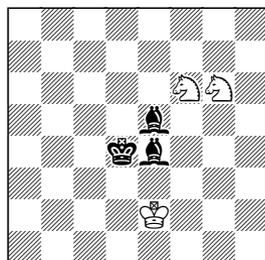
H#3 2 solutions each b) wB=wN

Another set of Herman's echoes won a prize in the Ideal-Mate Review in 1988. In the diagram: 1.Bf5 Ne4 2.Kd5 Kd3 3.B6 Ne7#. Then with Nf6 on f4: 1.Bf6 Nh8 2.Ke5 Ke3 3.Bf5 Nf7#. With Nf6 on c1: 1.Bf4 Kd1 2.Be3 Ne2+ 3.Kd3 Ne5#. And finally, with Ng6 on b1: 1.Bd3+ Ke1 2.Ke3 Nd2 3.Bd4 Nd5#.



H#3 b) wKg3→c7
2 solutions each

In the diagramed position 1.Nd6 Kd4 2. Nb5+ Kc5 3.Nc7 Bc6#, and 1.Ne5 Rg8 2.Ke6 Rg6+ 3.Kf5 Be4#, with two echo mates by a bishop that is changed into a knight in the twin: Now the knight produces chameleon-echo mates: 1.Nd6 Na5 2.Nc8 Re7+ 3.Kd8 Nc6#, and 1.Nd8 Rf8 2.Ke7 Rf7+ 3.Ke8 Nd6#. This little find won a Special Prize in USPB in 1990.



H#3 See text

But sometimes Herman would break the rules, as in the last part of the following problem from BCPS in 1993 In (a): 1.Re5 Bf7+ 2.Kf5 Bg8 3.Be6 Bh7#, 1.Rd4 Bh7 2.Rd6 Kf4 3.Bd7 Bg8#. In (b): 1.Re5 Kd8 2.Kd6 Be4 3.Be6 Be7#, and I will leave the fourth part to you! I still remember how much I searched to find it.

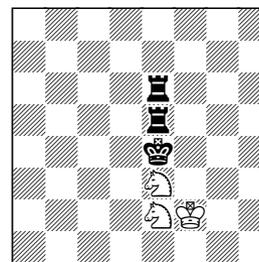
May the Force be with you Herman.

IN MEMORIAM Herman Menkis 1923-1998

Herman Bernard Menkis was born on March 15, 1923 in Brooklyn, New York and died on July 27, 1998, in Albuquerque, New Mexico. Herman ran an independent insurance agency on Long Island, NY, until his retirement. He specialized in small ideal-mate helpmates, many of them in three moves. We have selected what we believe to be his masterpiece, an ideal-mate twinning task, helpmate in three with twelve twins.

Herman Menkis will be missed by friends and composers everywhere.

Prize, Herman Menkis
Ideal-Mate Review



H#3

- A. Diagram, B.e2N→h8, C.e3N →a4
- D. f2K →c2, E. f2K →g1, F. e2N →g2
- G. e3N →c2, H. e3N →h3, I. e6R →h4
- J. f2K →d1, K. f2K →h3, L. f2K →c4

- A. 1.Rg5 Ng4 2.Kf5 Kf3 3.eRg6 Nd4#
- B. 1.Kf4 Nf7 2.Re4 Ng5 3.6Re5 Nh3#
- C. 1.Kd3 Ke1 2.Re3 Kd1 3.6Re4 Nb2#
- D. 1.Rc5+ Nc4 2.Kd5 Kd3 3.eRc6 Nf4#
- E. 1.Kf3 Ng4 2.Re3 Kf1 3.6Re4 Nh2#
- F. 1.Rh5 Ng4 2.Kf5 Kf3 3.Rg5 Nh4#
- G. 1.Rg5 Nc1 2.Kf4 Ne3 3.Re4 Nd3#
- H. 1.Rg6 hNg1 2.Rg4 Ng3+ 3.Kf4 Nh3#
- I. 1.Rg4 Kf1 2.Kf3 Nc4 3.Re3 Nd2#
- J. 1.Rc5 Ng1 2.Kd4 Kd2 3.Re4 Nf3#
- K. 1.Rf6 Kh4 2.Rf3 Ng3+ 3.Kf4 Ng2#
- L. 1.Rd6 Kb4 2.Rd3 Nc3+ 3.Kd4 Nc2#

The Man of Tasks

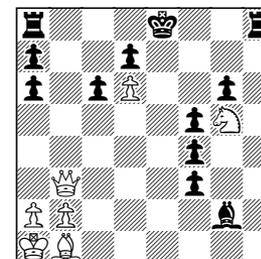
Excerpts from the book: Velemajstor (Grandmaster) Petrovic, by Josip Varga.

"The Man of Tasks" is the best way to describe Nenad Petrovic, according to Josip Varga. Varga's book is unusual in that almost half of the book is dedicated to Petrovic's life. The book starts by tracing his family history and then proceeds with his early years. Born in Zagreb (Croatia) in 1907, Nenad Petrovic became interested in chess and chess composition at an early age. During his composing career he became one of the best-known chess composers, teachers, magazine editors, and FIDE participants. Under his auspices, 13 FIDE Albums were published. However, this does not begin to describe Nenad Petrovic's efforts. He tried to encourage every new composer in the former Yugoslavia. Says Fadil Abdurahmanovic: "Mr. Petrovic was my first and only teacher. I used to send him all of my problems and many letters. He would review every one and answer all the letters. He provided guidance and encouragement which I needed in those early days." Nenad was an engineer by profession. According to Varga he favored (who would not) hiring engineers who were chess players and chess composers. He became a chess problem editor at the age of 18! The magazine, "Shahovski Glasnik", was highly regarded. Some of the best composers of the time were regular contributors to this magazine. When Petrovic died in 1989, it was a huge loss not only to the Yugoslavian chess-composing community but to the world community. Nenad was a ceaseless composer, publisher, and FIDE participant for many years. He never wanted any tourney in his name. He used to say: "My head is not big enough for the wreath you are making for me".

Varga's book, written in Croatian, contains 304 well commented diagrams with many anecdotes.



1st Prize, Problem, 1959



#8

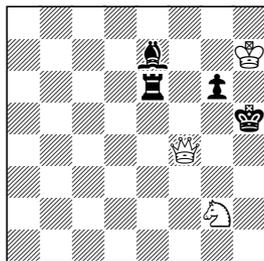
If black can only castle, all of his problems would be solved (he might even win!). But white has other ideas. By making two intermediate threats he forces black to move both rooks. Then comes the final threat, which could be defended by castling, but the rooks have already moved.

- 1.Qb7 Td8 2.Qb3 Ra8 3.Bd3 (4.Qf7+, 5.Qf6+ 6.Bxa6+ 7.Qb3#) Rh1+ 4.Bb1 Rh8 5.Qc3 Rh7 6.Qf6!

I have had a long fascination with the miniature. One of the things that got me started was the excellent book by Colin Russ – Miniature Chess Problems. A particular specimen stood out which continues to amaze me with its charm and strategic content:

B. Larsson

Norsk Vanforetidsskrift, 1952

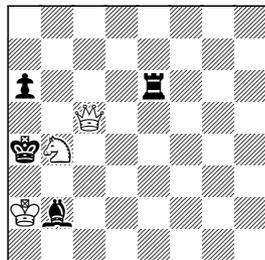


#2

An elementary side-slip key 1.Qg3 threatens (2.Nf4). There are four defenses which propel unique mates – 1...Bg5 2.Qf3, 1...g5 2.Qh3, 1...Re4 2.Qxg6, and 1...Rf6 2.Qh4. Two separate line-cuts on the bishop make this an elegant work.

I thought that I had used the same material at one time or another. Leafing through my scrapbook turned up these half-dozen items. The first example (RL1) has 1.Nd5 (2.Qb4) with two unguards 1...Re4 2.Nb6 and 1...Ba3 2.Nc3. That otherwise unnecessary pawn provides a self-block 1...a5 2.Qc4.

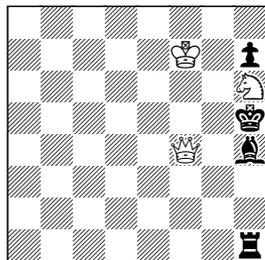
RL1



#2

The next (RL2) steps off with 1.Nf5 intending (2.Ng7). Again two commonplace unguards are 1...Bf6 2.Ng3 and 1...Rg1 2.Qxh4. This time a bishop self-block occurs with 1...Bg5 2.Qf3.

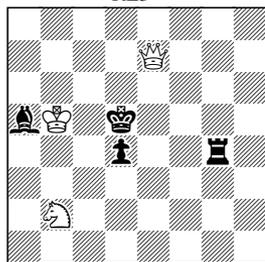
RL2



#2

A mid-board Black king is difficult to tame. The following (RL3) offers a dreadful start 1.Nd3 (2.Qe5). Variation play consists of 1...Bc7 2.Nb4, 1...Rg5 2.Nf4, and 1...Re4 2.Qd7.

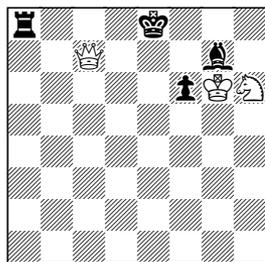
RL3



#2

The next scenario (RL4) has a try 1.Nf5? where 1...Bf8! self-blocks but denies 2.Nd6? Correct is 1.Ng8 (2.Qe7) where 1...Bf8 meets 2.Nxf6. There is also 1...Ra7 2.Qc8 and 1...Kf8 2.Qf7.

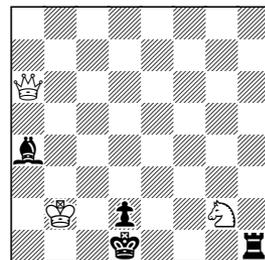
RL4



#2

A flight-giving key 1.Nf4 (2.Qe2) motivates this layout (RL5). Two rook replies fail to 1...Rh2 2.Qf1 and 1...Re1 2.Qxa4. Finally, 1...Bb5 opens a gate for 2.Qa1.

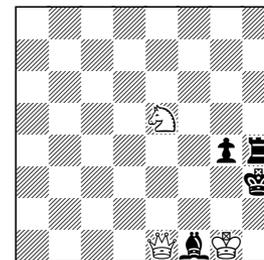
RL5



#2

The concluding position (RL6) features zugzwang. 1.Qf2? (2.Qh2) or 1.Ng6? (2.Nf4) are both undone by 1...g3! Ironically, 1.Qe4 temporarily surrenders control of g3. Now each Black unit forces distinct byways – 1...g3 2.Qh1, 1...R~ 2.Qxg4, 1...B~ 2.Qg2, and 1...Kg3 2.Qe3.

RL6



#2

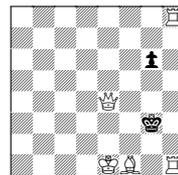
In every case I was only able to secure four mates. I believe the Larsson problem remains champ!



TOURNEY ANNOUNCEMENTS

Die Schwalbe T.T. Theme: Selfmate miniature with cyclic interchange of squares between the initial and final position. Judge: Manfred Zucker. Send to: Frank Muller, Zum Buchenwald 5, D-83122 Samerberg, GERMANY. Send by: 12/31/1998.

Hans Schaffer
Deutsche Schachblätter, 1940



S#4

Jubilee E. Battaglia-80. Orthodox #2 with block key and interference with black pieces (All problems will be published in Best Problems). Judge: Giorgio Mirri & Antonio Garofalo. Send to: Antonio Garofalo, via Collodi 13, I-70124 Bari, ITALY (perseus@pangeanet.it). Send by: 2/28/1999.

Emilio Battaglia
L'Italia Scacchistica, 1997

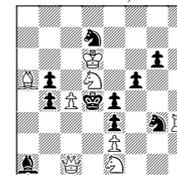


#2

1.Bg2! g5 2.0-0 g4
3.Rh3+ gxh3 4.Bh1 h2#

Jubilee P. Robert-60. Orthodox #2. In the set play or a try, a black defense “n” allows “N” mates. After the key, each of these mates appears separately after other defenses. There is a changed mate after the thematic defense “n”. Judge: Philippe Robert. Send to: Claude Wiedenhoff, 22 rue Schlittweg-Otterthal, F-67700 Saverne, FRANCE. Send by: 12/31/1998.

Philippe Robert
Problemblad, 1976



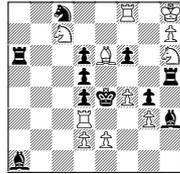
#2

Jubilee Yves Cheylan-60. French magazine Phenix organizes a jubilee tourney in six sections. Judge: Y.Cheylan. unlimited entries to: Denis Blondel, 19 rue de Rome, F-94510 La Queue En Brie, FRANCE. Send by: 10/30/1999. Section 1, #2 theme: In one phase, a black move 1...x includes a useful effect preventing from mating move “A” and allows “B”#. In another phase, 1...x actively prevents “B” and allows “A”. Problems with 2 or 3 thematic solutions are admitted, but no twins. Section 2, #3 theme, “Djura-Gockel in the solution, it means a cycle of 3 white moves A,B,C shown as follows:

1...bxc4
2.Qd1,Qxe3,Nc2#
1.Nb6!(2.Qxa1#)
1...bxc4 2.Qxc4#
1...b3 2.Qd1#
1...Nxe2 2.Qxe3#
1...Bc3 2.Nc2#

1.Key!
1...x 2.A (threat 3.B#) 2...z 3.C#
1...y 2.B (threat 3.C#) 2...z 3.A#

H. Gockel
Die Schwalbe, 1995

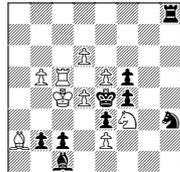


1.Nb5! (2.Re3+ 3.d3#)
1...f5 2.Bxc8 A
(thr. 3.Re8 B)
Rxh6 z 3.Bxf5 C #
1...Ra3 2.Re8 B
(thr. 3.Bxf5 C)
Rxa6 z 3.Bxc8 A #

#3

Section 3, #n, theme: White direct paracritical combination including indirect element because white forces black to play an interception move. Thematic try is defeated only because a black long range piece X has a square of action S1 allowing X the capture of a white piece A.

Yves Cheylan
Die Schwalbe, 1990



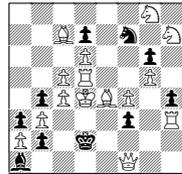
Thematic line c8/c2
1.e6? Rc8!
1.Kc3! (2.Bd5#)
1...b1=N+2.Kxc2
(2...Na3+ 3.Kxc1 Nc4
4.Bb1#) 2...Nc3! 3.e6!
(4.Re5#) 3...Nxe2
4.Bd5#

#4

Section 4, H#3-5. Helpmate in 3,4 or 5 (black or white to play) with 4 solutions, no twins. Theme: 4 interceptions around the same black Rook which stays stock-still during all solutions. In each phase, a white or black move will intercept the Rook in turn on each side of this Rook and the mating move will take advantage of it. The judge will prefer pure interceptions.

Section 5, S#3, theme: Exchanges functions between a black neutralized piece "A" and a mating piece "B". In the threat (or in the 1st variation), white neutralizes "A" (capture or pin or immobilization) so that black is forced to mate with "B". In a defense (or in 2nd variation), "A" escapes pursuit, then white neutralizes "B" so that "A" is forced to mate.

Yves Cheylan
The Problemist, 1990 SP



S#3

Section 6, Fairy direct mates (length from #3 up to #12): Logical problems, free theme. A thematic try is required and it ought to be defeated by a single 1st black move (which is not a mere capture of the try piece). A single family of fairy pieces is allowed: Lions (T-Lions, L-Lions) or Leos (Paos, Vaos) or Marine pieces (moving as usual D,T,L but capturing like Locust family) or Equihoppers, and/or a single fairy condition (with or without a family or fairy pieces above mentioned): Anticirce or Patrol Chess or Exclusive Chess or Transmuted Kings.

Informal Tourneys, **diagrammes**, French-language quarterly accepting all types of problems. Editor, Claude Wiedenhoff, 22, rue Schlittweg, Otterthal, 67700 Saverne, FRANCE. **Mat-Pat**, Slovakian quarterly (in Slovakian) with all types of problems. Editor, Juraj Brabec, Svetla 1, SK-811 02 Bratislava, SLOVAKIA. **Suomen Tehtavaniekat**, Finnish quarterly (in Finnish) with all types of problems. They have editors for each section. Editor, Hannu Harkola, Ampujantie 18 B, 00700 Helsinki, FINLAND. **Springaren**, Swedish quarterly with all types of problems, printed in the Swedish. Editor, Kjell Widlert, Asogatan 109, 6 tr, S-118 29 Stockholm, SWEDEN. **Problemista**, Polish quarterly, published in Polish with all types of problems. Editor, Eugeniusz Iwanow, 42-218 Czestochowa, Kilinskiego 57 m. 53, POLAND. **Shachmatnaja Compozicija**, Russian by-monthly, published in the Russian with all types of problems. Editor: Yakov Vladimirov, 125502, Moscow A-502, Petrozavodskaja 17 kor. 2, kv 157, RUSSIA. **Uralskiji Problemist**, Russian quarterly, published in the Russian with all types of problems. Editor, Andrei Selivanov, 123368 Moscow, Mitino 7, Mitinskaya 27-1-515, RUSSIA.

Readers hungry for more retro information can visit the RetroCorner on the WWW at: <http://cosmos.imag.fr/CONCUR/phs/Retros/RetroCorner.html>.

1.hNf6! (zz) 1...Nd8, Nxd6, Ne5, Nxc5, Nh6 2.B/P/NxN f2 3.Rxh4 b1#, 1...Nh8 2.Ke5+ Kc3 3.Qb1 Nf7#, 2...Ke3 3.Bb1 Nf7#

Edgar Holladay tells the story of quoting a problem over the phone to Milan Vukcevic. Given all the white pieces only and, only as he can do, Milan instantly grasped the strategic aim and interjected with the correct square of where the black King should be. Somewhere between composing and solving, this general idea can be carried forward to create a new area for all readers. Indeed, what was I when, upon editing incoming originals, an occasional diagram was missing a piece and I had to reconstruct the said part? Like synthetics, where we are asked to construct an entire position from a given full solution (and what do we call those guys?), here we are asked to merely position the bK.

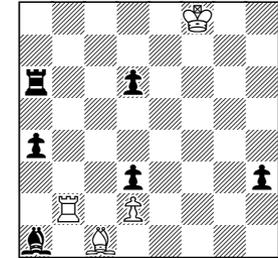
Certain classic problems, void of the bK, challenge us to find where the old boy should truly be, even without knowing the intended solution. Sure, in almost any old problem we could plop him down *somewhere* and get a bunch of cooks, duals and garbage. But that won't do. We would need to do it so only the composers' artistic solution would work. And we don't even have to know what that is yet! And yes, having been fully tested, only one square gives us this desired result.

As such, I have selected an old problem with these main aims: 1) a strongly concealed theme structure and 2) many natural possibilities. The following is a good starting problem, I think.

In this one-solution H#4, we can't be sure where the white pieces will go or why. Because of the long length, the bK *could* travel almost anywhere. And what of those so-called tell-tale Pawns? Are they all cook-stoppers? So, with Black King in hand, can you find THE starting square which will produce a single, beautiful solution? And don't forget F0054, Bob's H#3, counts as an original for solving ladder.



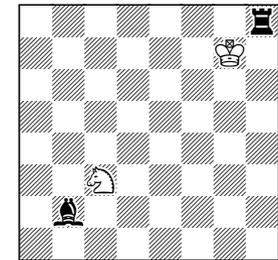
Arpad Foldeak, 2nd Prize
Magyar Sakkvilag, 1950



Place bK then H#4

Solution in the next issue

F0054 Robert J. Bales, Jr.
Broadview, IL



Place bK then H#3

Solution to SG3 Crossword Puzzle

F	O	L	D	E	R	S	B	R	I	A	N	S	
O	O	O	P	A	O	S	O	N	E	Y			
O	Y		G	L	A	S		T	R	D			
L	A	D	I	E	S	C	L	E	P	I	O	N	
S	I	S	S	A		U	R	I		U		E	
D	A	T	O	M	I	C		L		N	Y		
D	E	A	O	L		F	E	R	S		I		
U	A	C	N	E		I		E	A	R	L		
A	R	T		G	E	C		D	R	E	S	E	
L	E	W	I	S		P	E	6		Q		D	
F	I	D	E		I		4		P	U	I	G	
O	L	N		T	I	L		T		M	A	I	A
N	E	C		B	O		T	E	R	R	O	R	
E	X	C	H	A	N	G	E	D		K	E	Y	S