



THE PUZZLING SIDE OF CHESS

Jeff Coakley

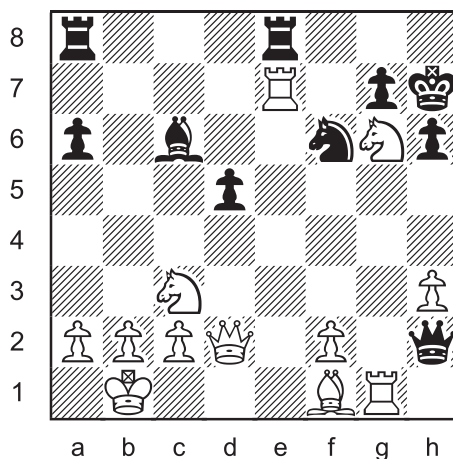
ARE YOU READY TO MAKE A SWITCH?

number 40

July 13, 2013

The eleven puzzles in this column all have similar positions. Only one or two things are different in each diagram. That's enough to change the solution. The first problem is quite easy. The others may be more challenging.

Switcheroo 31



Switch two pieces so that
Black is in checkmate.

In case you're new to *switcheroos*, here are the rules. The goal is to put the black king in checkmate by switching the position of two pieces. No actual chess moves are made. The pieces simply swap squares.

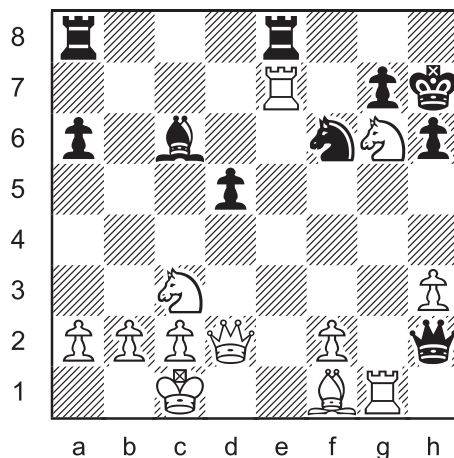
Any two pieces can switch places. Colours do not matter. You can trade white with white, black with black, or white with black. Switching the black king is a common trick.

The position after the switch must be legal. A position is legal if it could occur in an actual game. This rule implies several things.

- a) A pawn cannot be put on the 1st or 8th rank.
- b) Both kings cannot be in check.
- c) There must be a way to reach the resulting position with a legal white move. Impossible checks, especially double checks, are a frequent "violation".
- d) In some cases, *retrograde analysis* may be required to decide if the position after a switch is legal.



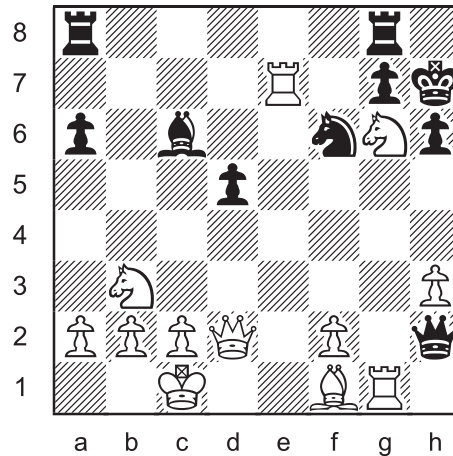
Switcheroo 32



Switch two pieces so that
Black is in checkmate.

For problems 1-30 and more information on switcheroos, see columns 4, 10, 16, 23, 31 in the archives.

Switcheroo 33

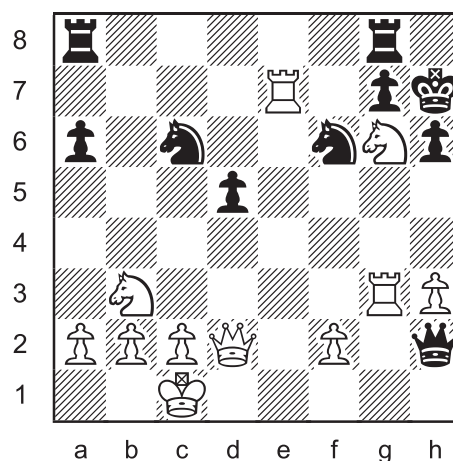


Switch two pieces so that
Black is in checkmate.

100 Day Alert!

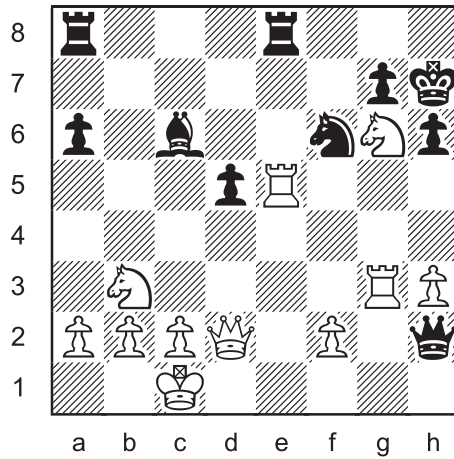
The deadline for the *ChessCafe Puzzlers Cup* is just three months away. Make up your own puzzles and win prizes! Have you and your friends entered the contest yet?

Switcheroo 34



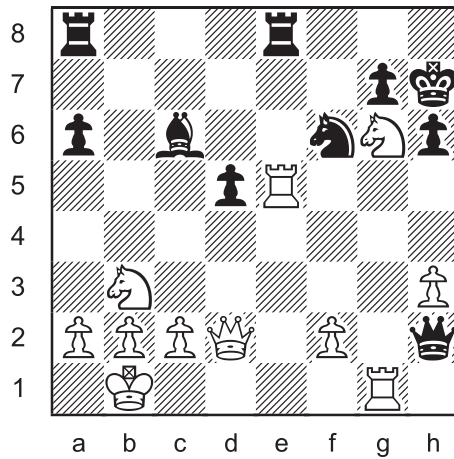
Switch two pieces so that
Black is in checkmate.

Switcheroo 35

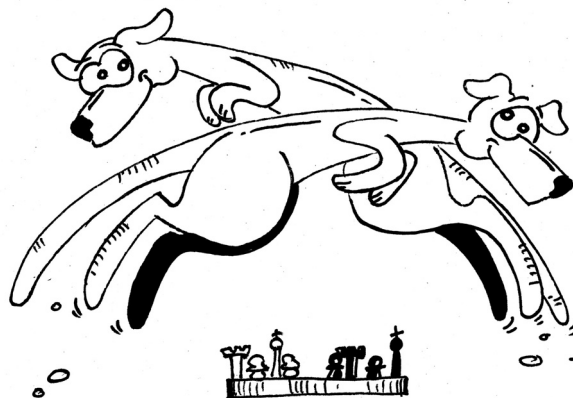


Switch two pieces so that
Black is in checkmate.

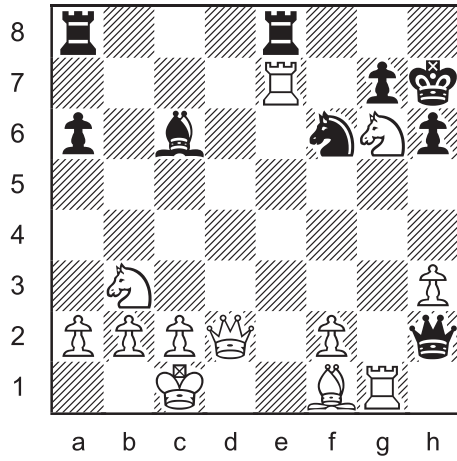
Switcheroo 36



Switch two pieces so that
Black is in checkmate.

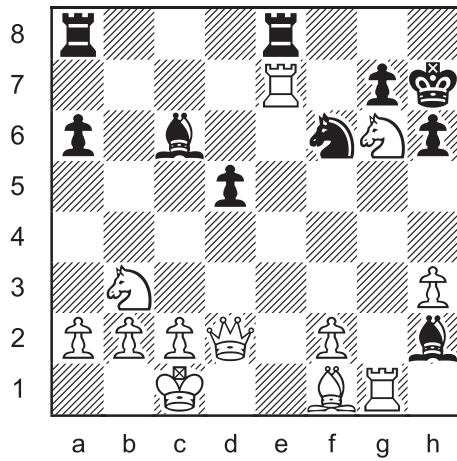


Switcheroo 37

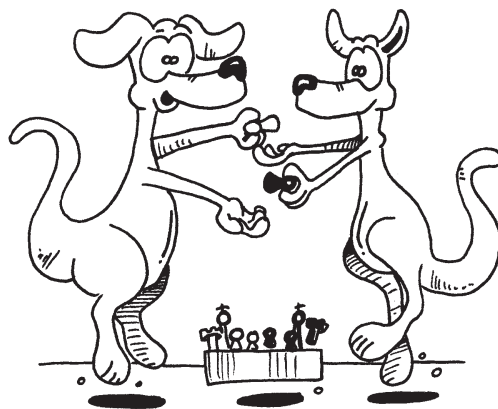


Switch two pieces so that
Black is in checkmate.

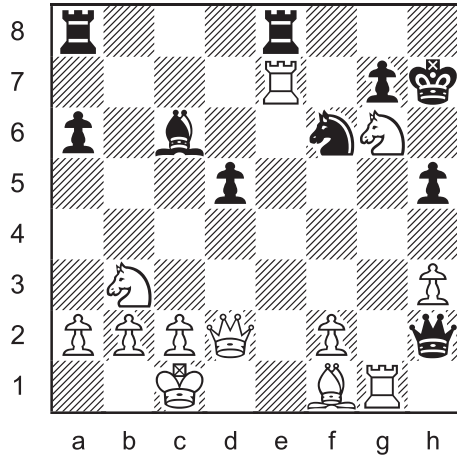
Switcheroo 38



Switch two pieces so that
Black is in checkmate.



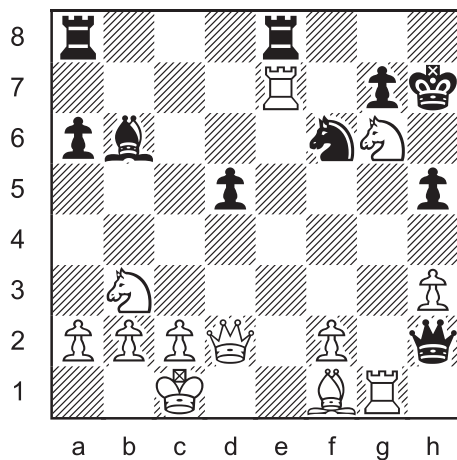
Switcheroo 39



Switch two pieces so that
Black is in checkmate.

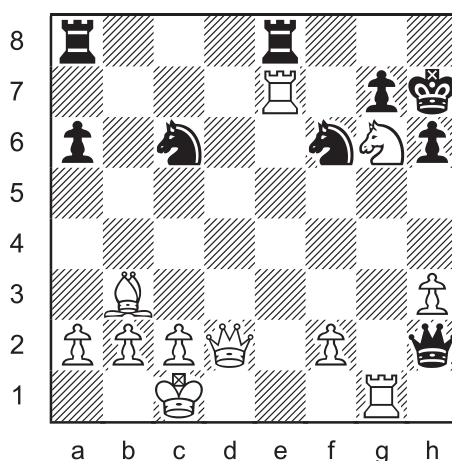


Switcheroo 40



Switch two pieces so that
Black is in checkmate.

Switcheroo 41



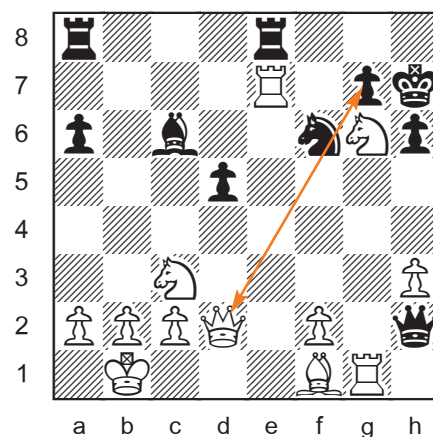
Switch two pieces so that
Black is in checkmate.

SOLUTIONS

All problems by J. Coakley. versions of 32, 35, 37 are from *Winning Chess Puzzles For Kids Volume 2* (2010). The others are *ChessCafe.com* originals (2013).

PDF hyperlinks. You can advance to the solution of any puzzle by clicking on the underlined title above the diagram. To return to the puzzle, click on the title above the solution diagram.

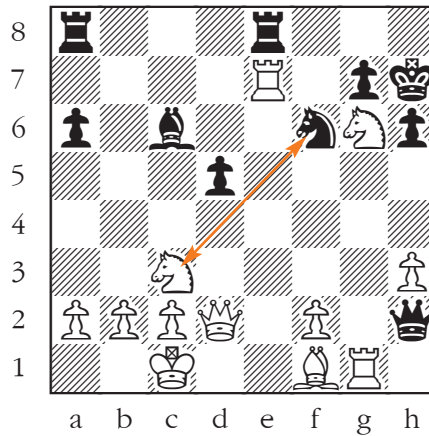
Switcheroo 31



Qd2↔g7

We have to start with an easy one, right?

Switcheroo 32

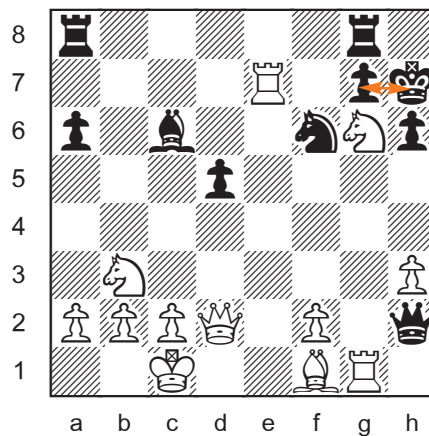


Nc3↔Nf6

Swapping knights does the trick.

(Qd2↔g7? puts both kings in check.)

Switcheroo 33

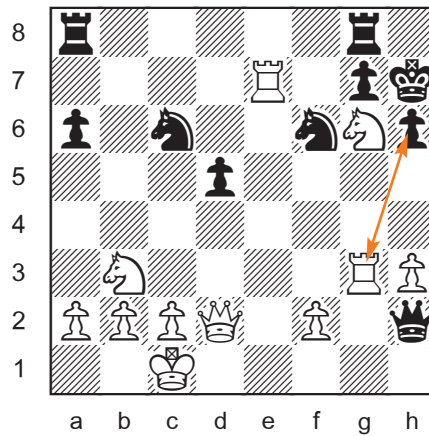


g7↔Kh7

The black king comes out of hiding to meet his fate.

(d5↔Kh7? is an illegal position because of the impossible black pawn formation on g7, h6, h7.)

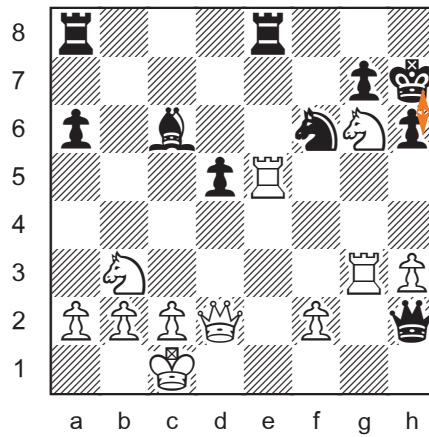
Switcheroo 34



Rg3↔h6

With the white rook on g3 instead of the 1st rank, switching with a pawn is possible.

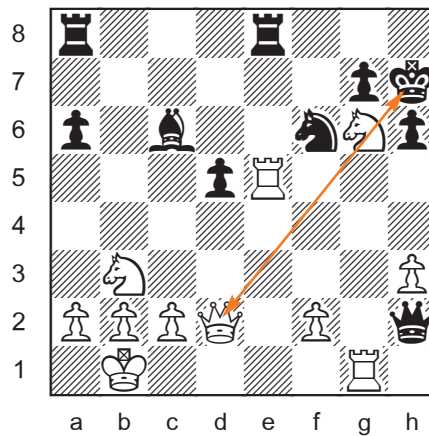
Switcheroo 35



h6↔Kh7

The white rook on g3 obstructs the black queen from blocking this check by ...Qf4.

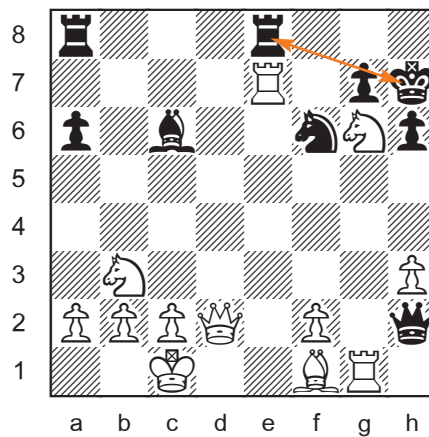
Switcheroo 36



Qd2↔Kh7

Kings, normally restricted to a single step, have great mobility in switcheroos.

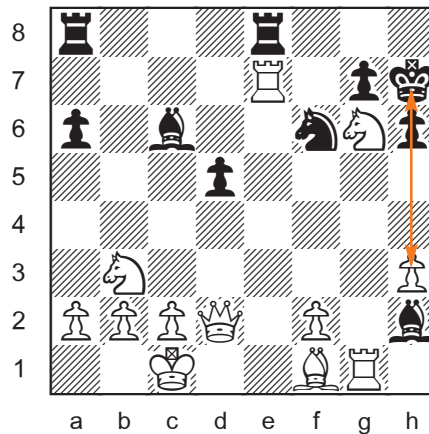
Switcheroo 37



Re8↔Kh7

Without a black pawn on d5, the white queen guards d8.

Switcheroo 38

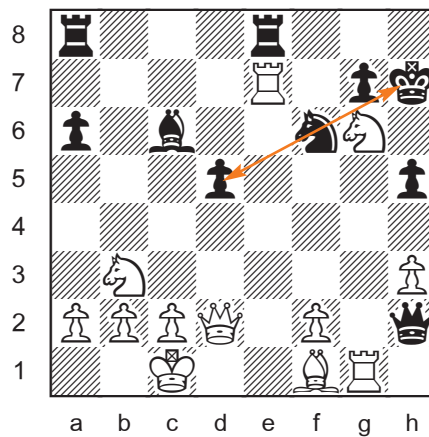


$h3 \leftrightarrow Kh7$

If a black queen were on h2, this switch would not be mate.

($h3 \leftrightarrow Kh7?$ is an illegal position because of the impossible black pawn formation on g7, h6, h7.)

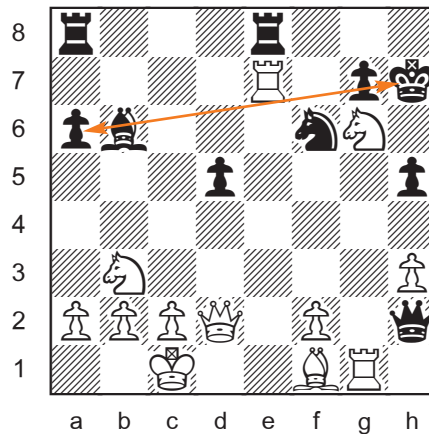
Switcheroo 39



$d5 \leftrightarrow Kh7$

The black pawn formation g7, h5, h7 is legal.

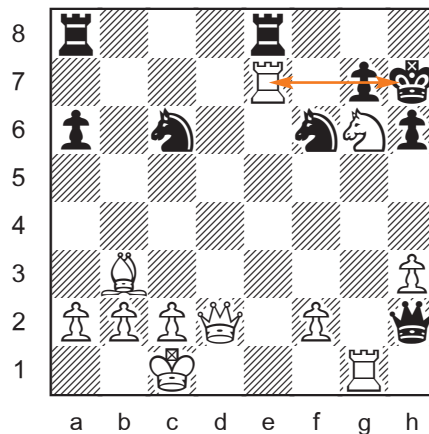
Switcheroo 40



a6↔Kh7

The black king is collecting lots of air miles.

Switcheroo 41



Re7↔Kh7

Perhaps the toughest of the bunch.

Chess problems with almost identical positions are called *approximate twins*. The word for a set of eleven twins is *undecaplets*. Good luck pronouncing that one.

Until next time!

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