



THE PUZZLING SIDE OF CHESS

Jeff Coakley

ANNIVERSARY SIX-PACK

number 37

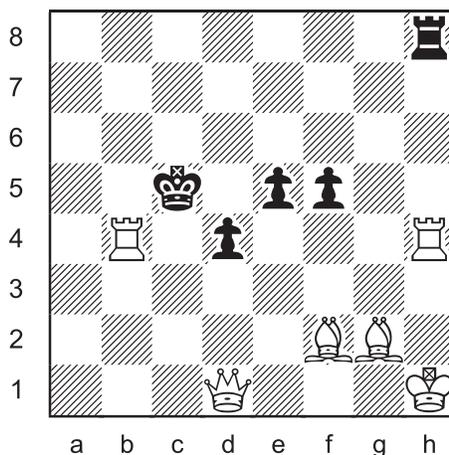
June 15, 2013

This month marks the one year anniversary of *The Puzzling Side of Chess*. To celebrate the occasion, today's menu features a special assortment of puzzles. Each one is a different type that appears regularly in the column.



“Double whammy” is another name for a *series-mate in two*. White plays two moves in a row to mate Black. The first move may not be check. Either move may be a capture. Both moves may be with the same piece. For more double whammies, see column 35.

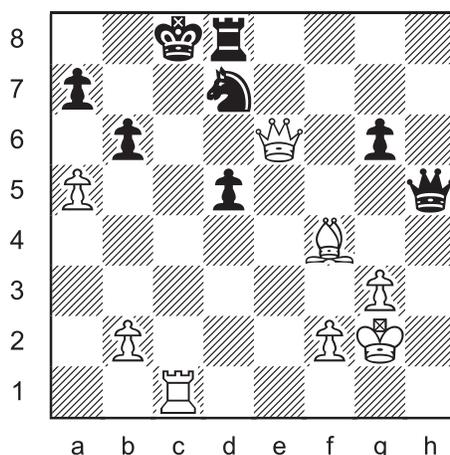
Double Whammy 25



White plays two moves in a row to mate Black.

In a *switcheroo*, 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. The position after the switch must be legal. For more switcheroos, see column 31.

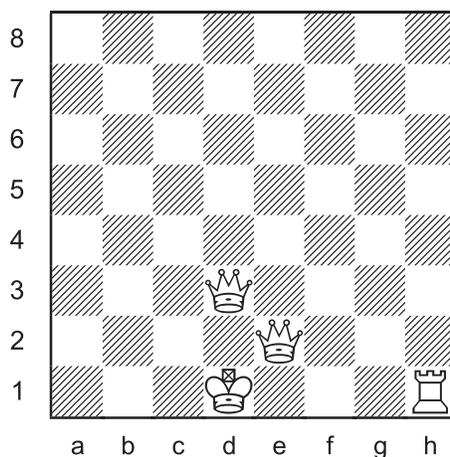
Switcheroo 30



Switch two pieces so that Black is in checkmate.

A *triple loyd* is three puzzles in one. In each part, your task is to place the black king on the board to achieve a specific goal. The resulting position must be legal. For more triple loyds, see column 32.

Triple Loyd 22

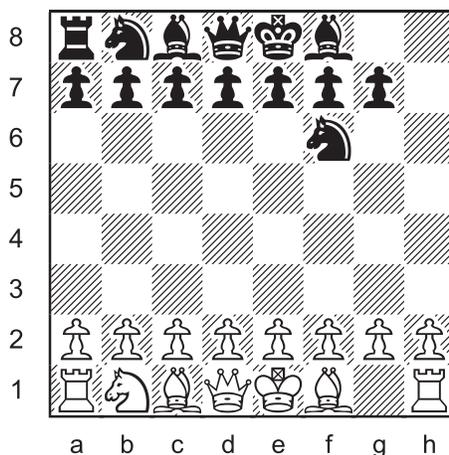


Place the black king on the board so that:

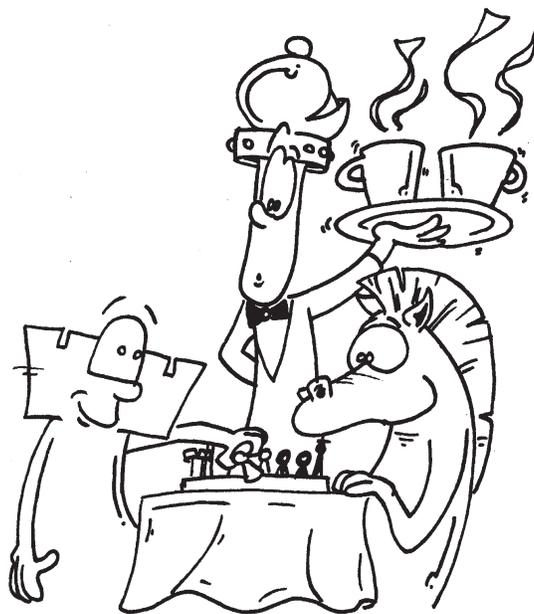
- A. Black is in checkmate.
- B. Black is in stalemate.
- C. White has a mate in 1.

The task in a *proof game* is to show how a given position can be reached in a legal game. This puzzle has the move stipulation “4.0” which means that the position must be reached after exactly four moves by each side. For more proof games, see column 29.

Proof Game 19

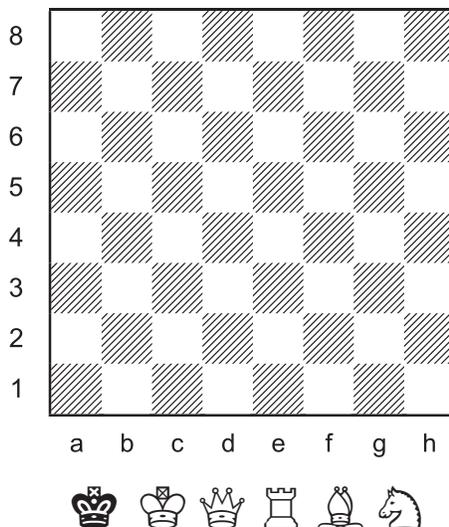


This position was reached after Black's fourth turn. What were the moves?



In *construction tasks*, the object is to compose a position that achieves a certain goal, such as maximizing the number of mates-in-one. Stipulations are added concerning which pieces are used, and whether pawn promotions or discovered checks are allowed. Constructed positions must be legal. (Black must have a legal move on their previous turn to reach the position.) For more construction tasks, see column 24.

Construction Task 05



Construct a position with a white king, rook, bishop, and knight against a lone black king so that White has the most mates in one move.

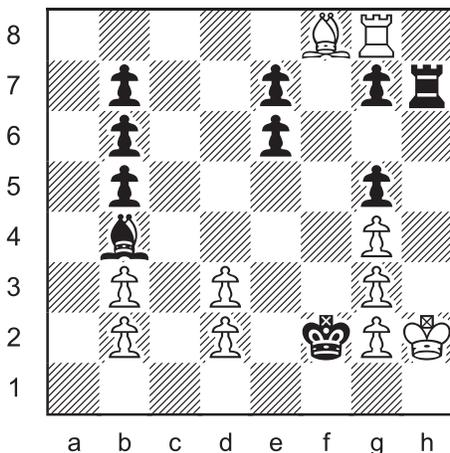
5A. Discovered checks are not allowed.

5B. Discovered checks are allowed.

(Each different move by a piece that uncovers mate is counted separately.)

In a *Who's the Goof?* puzzle, the task is to explain why the position is illegal. A chess position is *legal* if it can be reached in an actual game, starting from the initial array and following the rules of normal play. For more goofs, see column 34.

Who's the Goof? 19



Why is this position illegal?

It's been a fun year for me at the Chess Cafe. I hope you liked the puzzles.

Thanks to Mark Donlan for all the work he does "behind the diagrams".

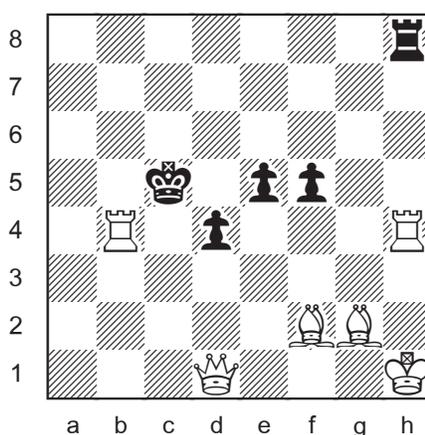


SOLUTIONS

All problems by J. Coakley. Puzzles 2 and 5 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.

Double Whammy 25

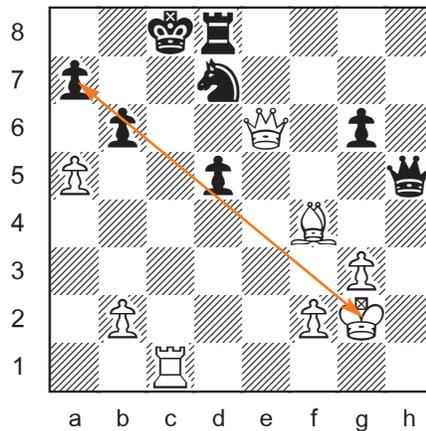


1.Rbxd4

2.Rb4#

The white rook captures on d4 to set up a discovered check and then returns to b4.

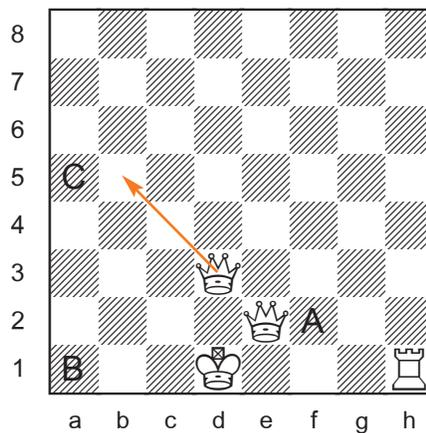
Switcheroo 30



a7↔Kg2

The white king joins the attack.

Triple Loyd 22



A. Kf2#

B. Ka1=

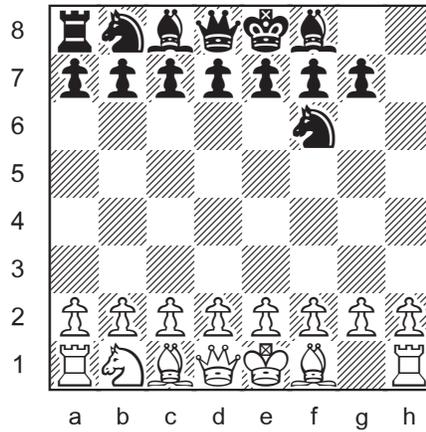
C. Ka5 (Qb5#)

In part A, Kf1? and Kh3? would both place the black king in an impossible double check.

The problem was composed with the assistance of *Caisay 4.0.5*, a program by Adrian Storisteanu.

This arrangement of pieces for a triple loyd with KQQR is unique. It can be rotated and reflected to give a total of seven positions. The diagram cannot be reflected left to right (with Ke1) because then there is a dual solution for part C: Kh1 (0-0-0#).

Proof Game 19

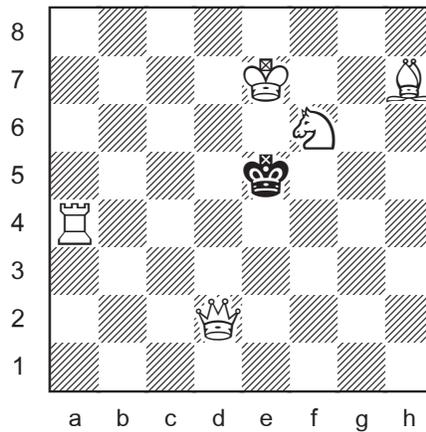


1.Nh3 h5 2.Nf4 Rh6 3.Nxh5 Rf6 4.Nxf6+ Nxf6

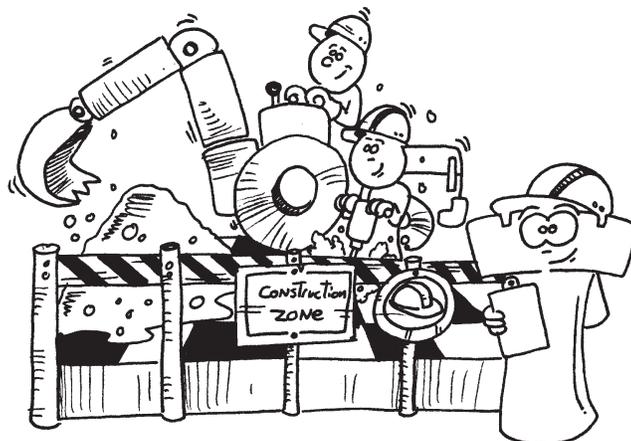
Strange moves, but legal.

Construction Task 05a

(no discovered checks)

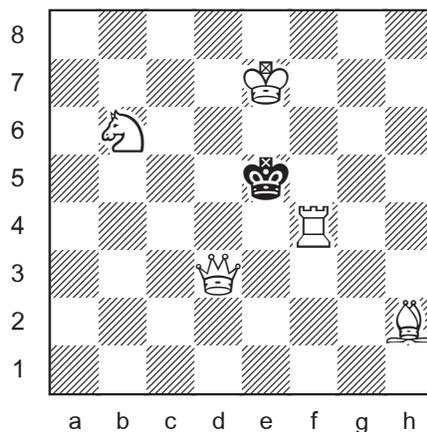


16 mates in one
(12Q + 2R + 0B + 2N)



Construction Task 05b

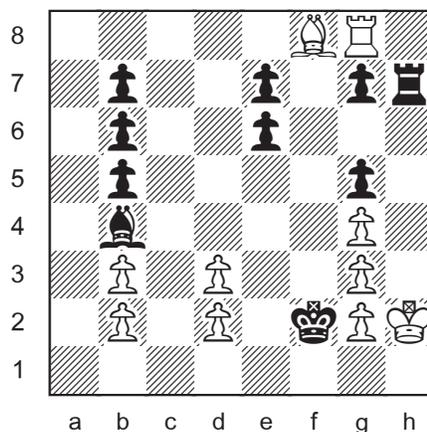
(with discovered checks)



24 mates in one
(9Q + 13R + 0B + 2N)

Can you beat the current records?

Who's the Goof? 19



The black king is the goof.

There is no sequence of previous pawn moves by White which would allow the black king to reach f2. The white pawns have always controlled the entire 3rd rank.

Other features in the position can be legally explained.

White is in check. The last move was ...h6xg5#.

Black is missing six pieces (QRBBNN). The original dark-square bishop was captured on f8 (unmoved pawns on e7 and g7) so the bishop on b4 is a promoted pawn (which promoted on e1 or g1). The other five missing black pieces were captured by white pawns.

White is missing six pieces (QRBBNN). The original dark-square bishop was captured on c1 (unmoved pawns on b2 and d2) so the bishop on f8 is a promoted pawn. The white rook moved to g8 or h8 before that promotion. The other five missing white pieces were captured by black pawns.

Until next time!

© Jeff Coakley 2013. Illustrations by Antoine Duff. All rights reserved.