



THE PUZZLING SIDE OF CHESS

Jeff Coakley

TRIPLE LOYDS: MEN IN BLACK 3

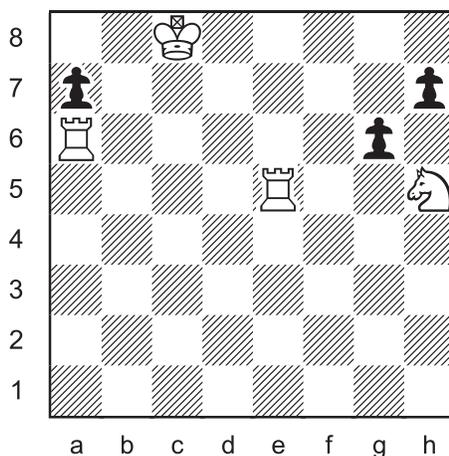
number 56

December 21, 2013

Triple loyds are named after Sam Loyd, the American chess composer who published the prototype in 1866.

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 certain goal.

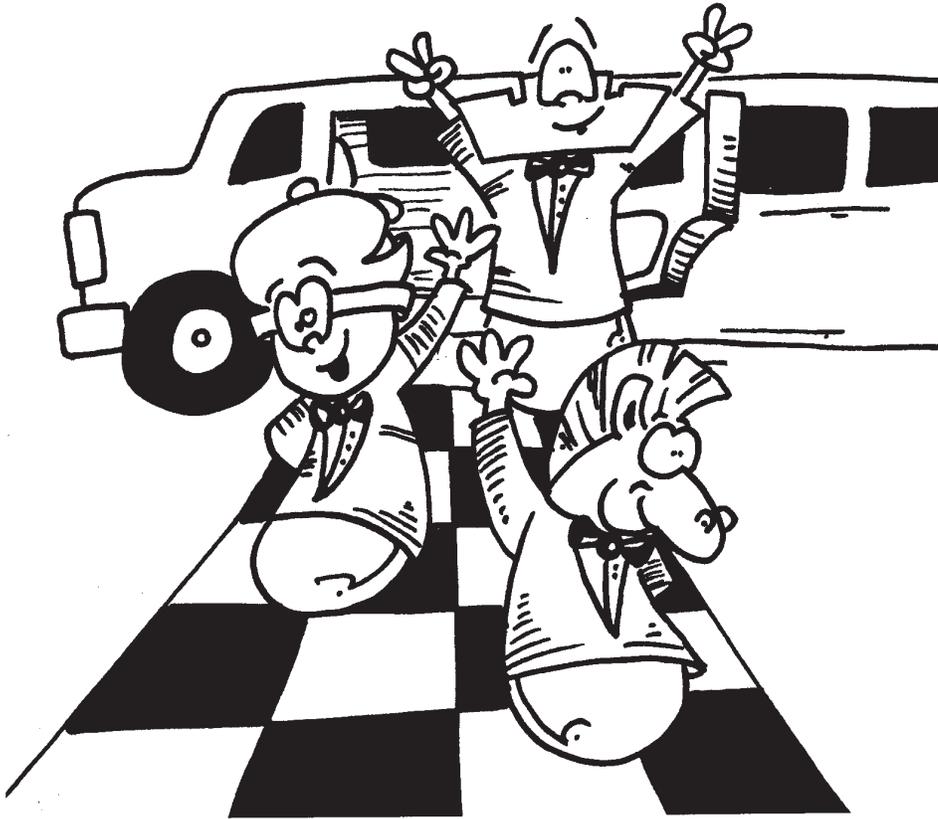
Triple Loyd 29



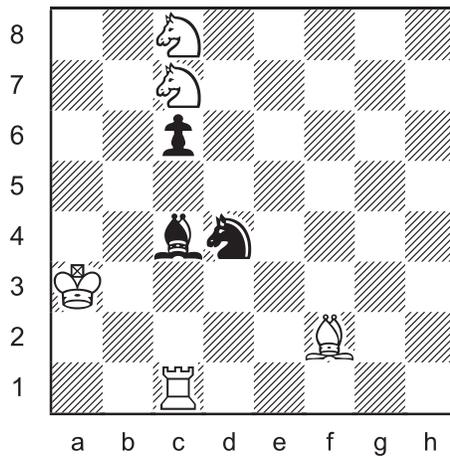
Place the black king on the board so that:

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

For triple loyds 1-28 and additional information on Sam Loyd, see columns 1, 5, 11, 17, 25, 32, 37, 41, 49 in the archives.



Triple Loyd 30

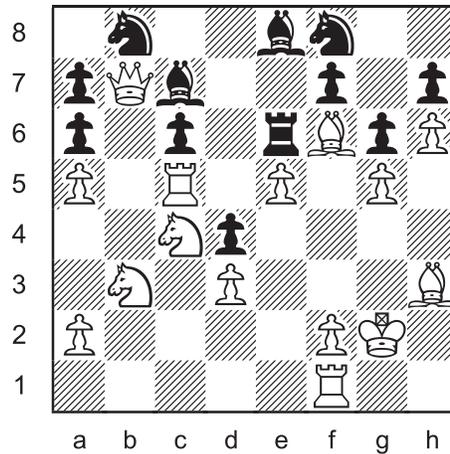


Place the black king on the board so that:

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

Triple loyd diagrams are usually quite sparse. That's not the case with the next position.

Triple Loyd 31



Place the black king on the board so that:

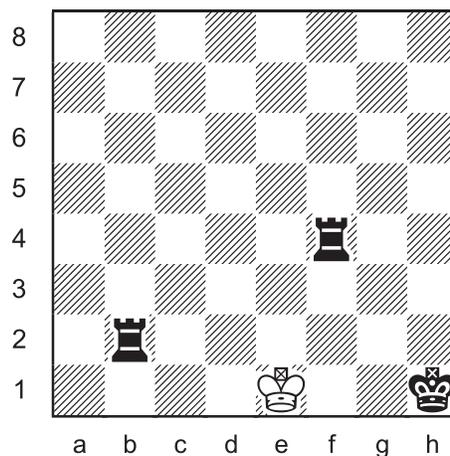
- A. Black is in checkmate.
- B. Black is in stalemate.
- C. White has a mate in 1.

Triple loyds are not the only kind of chess problem in which pieces are added to the board. There is a wide range of possibilities.

In an “inverted loyd”, the black king is already on the board and the white pieces must be added.

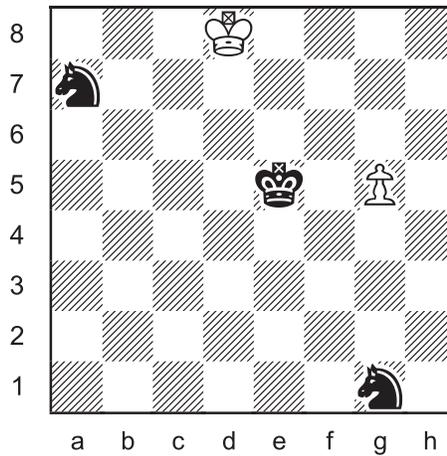
The following “two rook problem” by Canadian composer Adrian Storisteanu is from the *Chess Cafe Puzzlers Cup*.

Inverted Loyd 07



Place two white rooks on the board so that White has a mate in 1.

Inverted Loyd 08

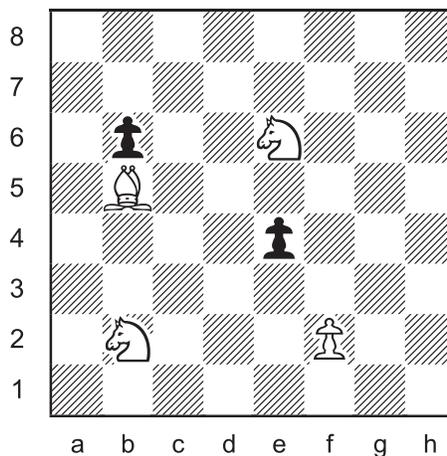


Place a white rook, bishop, and knight on the board so that White has a mate in 1.

The topic of column 53 last month was “double royal loyds”, in which the two kings are added to a position so that White has mate in one.

The next puzzle is a *double royal triple loyd*. The goal in each of the three parts is the same as a normal triple loyd. The difference is that both kings must be placed on the board.

Double Royal Triple Loyd 01



Place the two kings on the board so that:

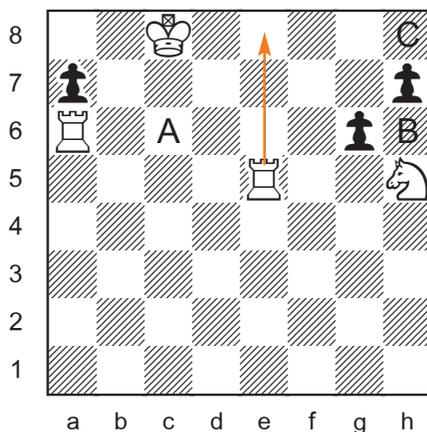
- A. Black is in checkmate.
- B. Black is in stalemate.
- C. White has a mate in 1.

SOLUTIONS

All problems by J. Coakley except inverted loyd 7. Triple loyds 29, 30 from *Winning Chess Puzzles For Kids* (2006); 31 from *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.

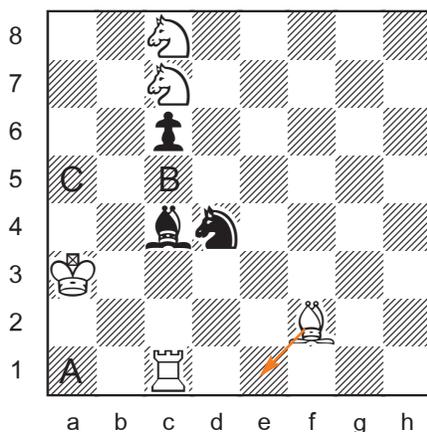
Triple Loyd 29



- A. Kc6#
- B. Kh6=
- C. Kh8 (Re8#)

In part B, the black king (Agent K) blocks the h-pawn and self-pins the g-pawn.

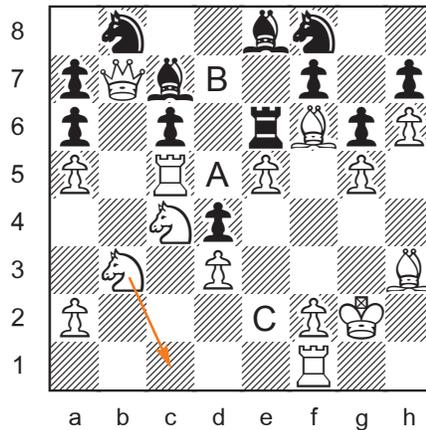
Triple Loyd 30



- A. Ka1#
- B. Kc5=
- C. Ka5 (Be1#)

This time in part B, the black king self-pins his knight and bishop.

Triple Loyd 31



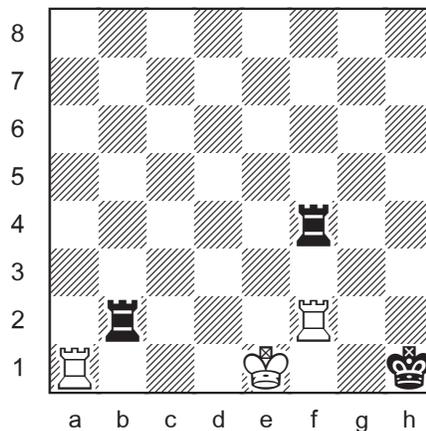
- A. Kd5#
- B. Kd7=
- C. Ke2 (Nc1#)

The toughest part here is finding the mate in one. The position is obviously the result of alien strategy.

[As originally published, with a black rook on a8, the position was illegal.]

Inverted Loyd 07

Adrian Storisteanu 2013
ChessCafe.com

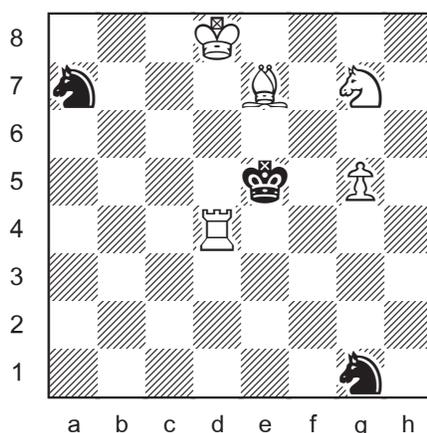


- Ra1, Rf2 were added.
- 1.0-0-0#

Castling is allowed in chess problems unless it can be proven illegal.

Happy new year, Adrian!

Inverted Loyd 08

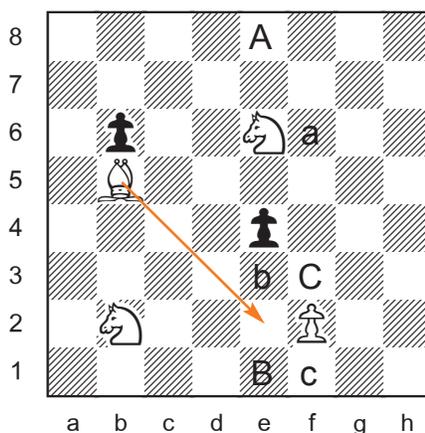


Rd4, Be7, Ng7 were added.

1.Bf6#

For inverted loyds 1-6, see columns 5,17,32,41,49.

Double Royal Triple Loyd 01



The placement of the white king is given first in the notation below and is shown in the diagram by a lower case letter. The placement of the black king is given second and shown by a capital letter.

A. Kf6 - Ke8#

B. Ke3 - Ke1=

C. Kf1 - Kf3 (Be2#)

This is Agent J, over and out!

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