



# THE PUZZLING SIDE OF CHESS

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## LOYDS AND VOIDS

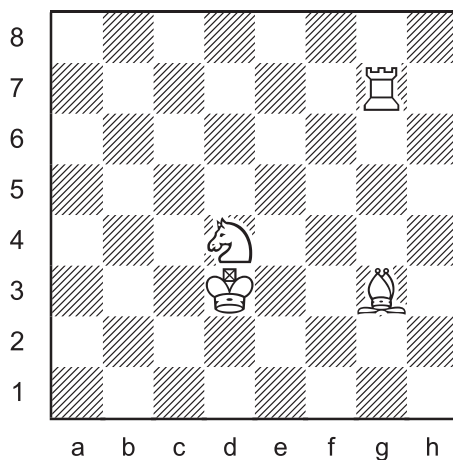
number 113

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Is there a void in your schedule? Perhaps a few puzzles will help you avoid the doldrums.



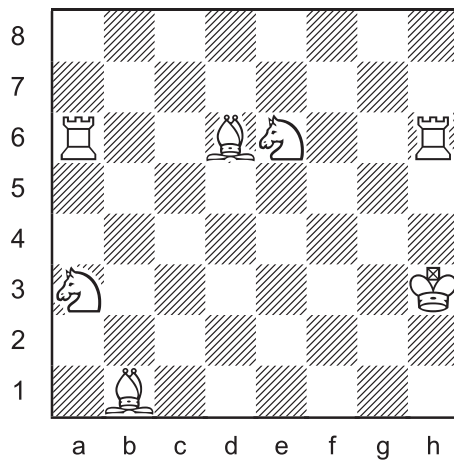
### Triple Loyd 52



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 53



Place the black king on the board so that:

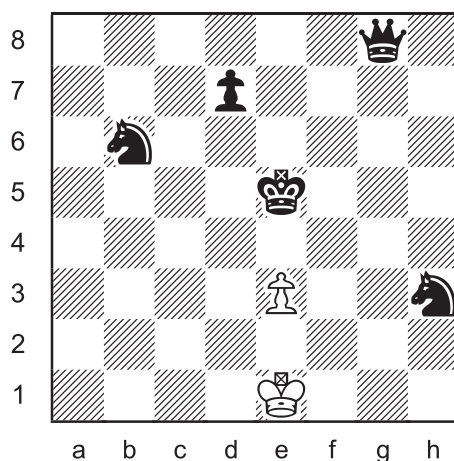
- A. Black is in checkmate.
- B. Black is in stalemate.
- C. White has a mate in 1.



*Atlantic Doldrums*

Feeling dull in the lull? Maybe an inverted loyd will turn things around.

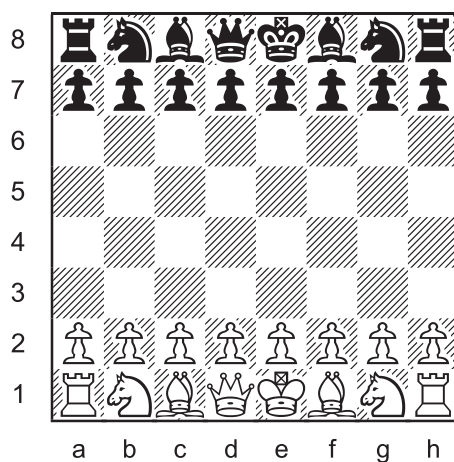
### Inverted Loyd 36



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

The 'void' in the title of this column is not about any abstract void in the course of our existence. It's about the next puzzle. The goal is to create a void on the h-file. It is not devoid of difficulty.

### Synthetic Game 23



Compose a game that ends after White's 4th turn with the h-file empty.

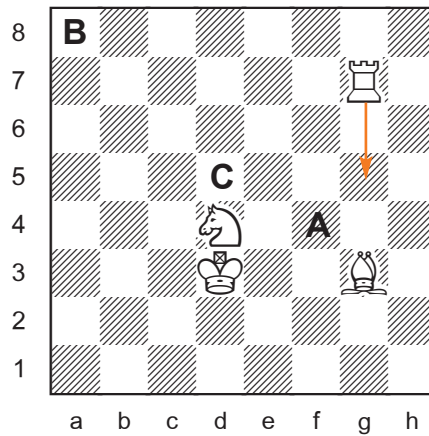
Seven moves to clear the h-file of all pieces. Four by White, three by Black. Can you beat the doldrums?

# SOLUTIONS

All problems by J. Coakley, *Puzzling Side of Chess* (2016).

*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.

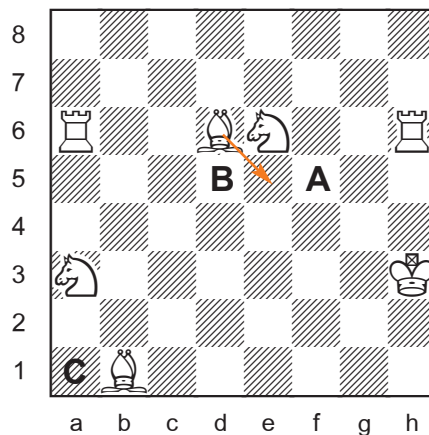
## Triple Loyd 52



- A. Kf4#
- B. Ka8=
- C. Kd5 (Rg5#)

Cooperation of the pieces.

## Triple Loyd 53



- A. Kf5#
- B. Kd5=
- C. Ka1 (Be5#)

Stalemate central.

