



THE PUZZLING SIDE OF CHESS

Jeff Coakley

APRIL FOOLS: Smorgasbord XVIII

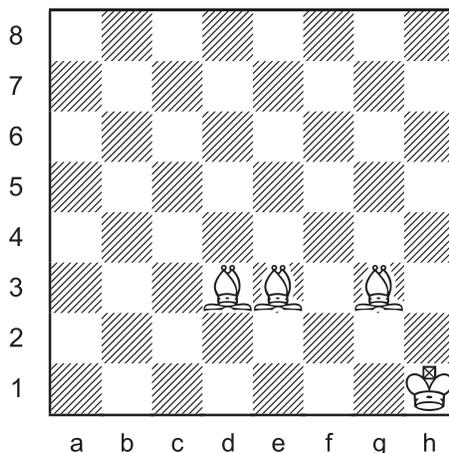
number 135

April 1, 2017

The theme of this column is not April Fools' Day. It's about the chess piece we call a *bishop*, or as the French say, "le fou". The fool.



Triple Loyd 64



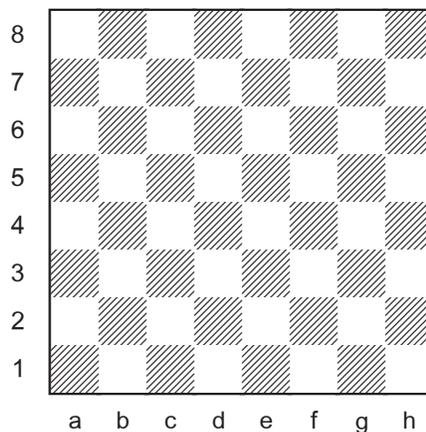
Place the black king on the board so that:

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

The French noun 'fou' means *jester, madman, or fool*. It is also their word for the chess piece that moves diagonally, named for the court jester of medieval times, who entertained the royal kings and queens with wit, humour, and fanciful tricks.



Construction Task 12



Construct a position with a white king and three bishops against a black king so that White has the most mates in one move.

part a. Discovered checks are not allowed.

part b. Discovered checks are allowed.

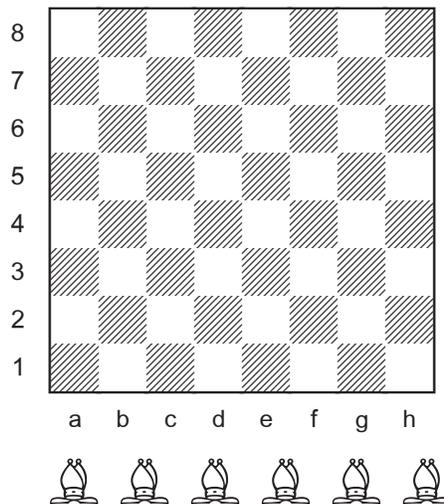
In *part b*, each different move by a piece that uncovers mate is counted separately. Constructed positions must be legal, which means “reachable in an actual game”.

APRIL FOOLS' DAY

April Fools Day originated in Canada in 1867 when Lord Halifax played a prank on the House of Parliament, proposing a law to prohibit moose from crossing provincial borders without a licence.

Just kidding! The origin of the “holiday” is actually a mystery. It dates back several centuries. Some people believe it is connected to the Gregorian calendar of 1582, which changed the first day of the new year from April 1 to January 1. However, this theory may be a hoax.

Six-Bishop Eleven-Mover



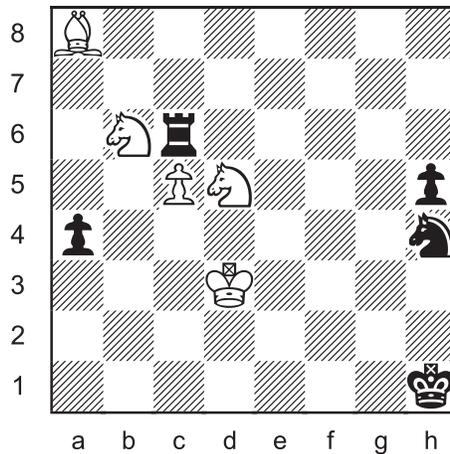
Place six bishops on the board so that each bishop attacks exactly 11 empty squares.



The next puzzle is a *Toronto style* chess maze. Captures are not allowed. For more details, see column 69.

Seventeen moves is the record length for a bishop maze.

Chess Maze 18



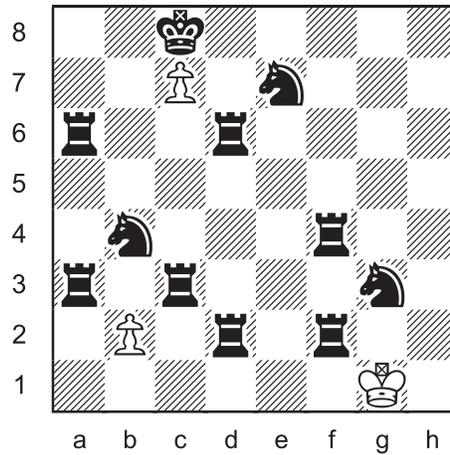
Bishop Maze in 17

Only the white bishop moves.
Find the shortest path to capture the black king,
without taking any pieces or moving to
a square attacked by a black piece.



The Jesters of Gierburg. Your turn.

Multi-Wham 28



Series-mate in 21

White plays twenty-one moves
in a row to mate Black.

*Only the last move may give check. Captures
are allowed. White may not place their own king
in check. Black does not get a turn.*



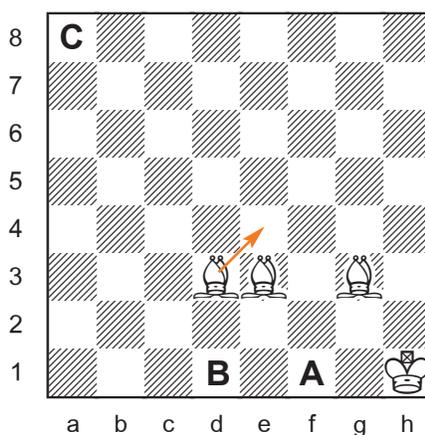
No fooling.

SOLUTIONS

All problems except the *six-bishop eleven-mover* are by J. Coakley. Triple loyd 64 is from *Winning Chess Puzzles For Kids Volume 2* (2010). Maze 12 is from *Scholar's Mate 111* (2012). The others are *Puzzling Side of Chess* originals (2017).

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 64



A. Kf1#

B. Kd1=

C. Ka8 (Be4#)

Three B freebie.

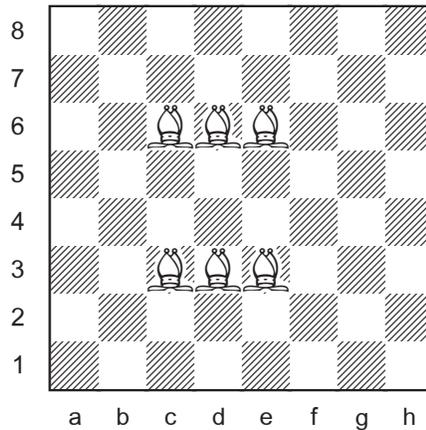
For two more multi-bishop loyds, see columns 25 and 61.



Six-Bishop Eleven-Mover

François Labelle 2016

Chessproblems.ca Bulletin



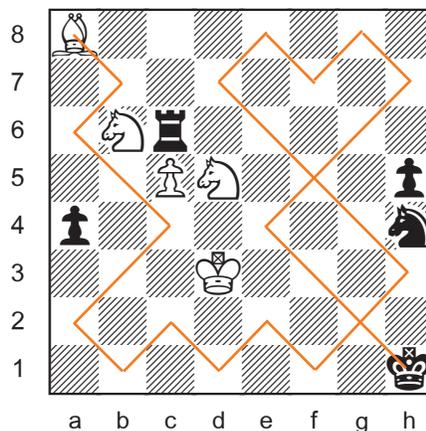
Each bishop attacks 11 empty squares.

Other solutions are: c3 d3 d6 e3 e6 f3
c3 c4 c5 f3 f4 f5
c3 c4 c6 d6 e3 f5

In each case, all bishops stand on the “3rd frame” (adjacent to a central square).

For similar puzzles, see columns 70, 97, 111.

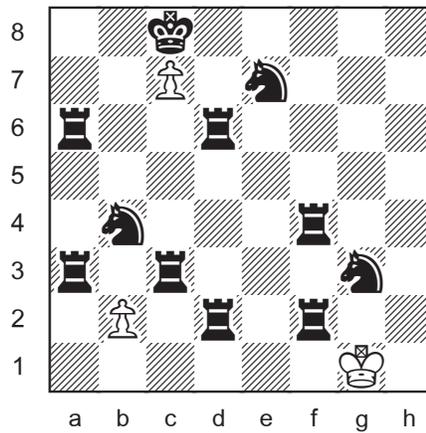
Chess Maze 18



Ba8-b7-a6-c4-a2-b1-c2-d1-e2-f1-h3-d7-e8-f7-g8-h7-e4xh1

April Fools' Day, or *All Fools' Day* as some folk say, is “celebrated” throughout Europe and North America. The French refer to April fool jokes as “poissons d'avril”. That translates *April fish!*

Multi-Wham 28



1.bxc3 Taking the other rook, 1.bxa3, requires three additional moves because the rook on c3 must be captured later, whereas the rook on a3 can remain on the board.

2.cxb4 Advancing 2.c4, with the idea of promoting on e8 after 3.c5 4.cxd6 5.dxe7 is slower.

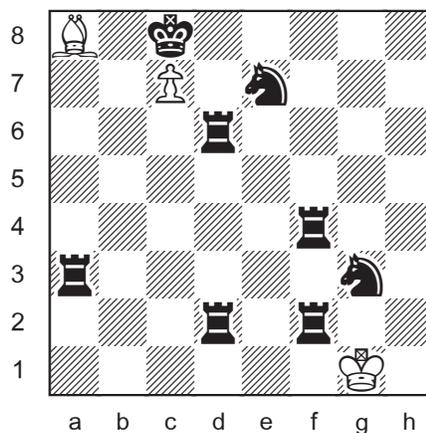
Only by one move with a knight.

6.e8=N 7.Nf6 8.Ne4 9.Nxf2 10.Kg2 11.Kh3 12.Nd3
13.Kxg3 14.Kxf4 15.Ke5 16.Nxb4 17.Nxa6 18.Nb4
19.Nd5 20.Kd6 21.Kc6 22.Ne7# (or 22.Nb6#)

Promoting to bishop (6.e8=B) takes an extra seven moves, with play similar to the solution.

3.b5
4.bxa6
5.a7
6.a8=B!

A rook or queen would give check, and a knight can't leave the corner without checking.



7.Bg2

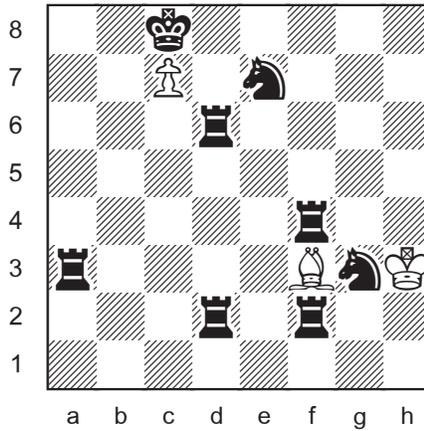
The first of three bridges that the industrious B will build, allowing the king to cross the board to c6.

8.Kh2

9.Kh3

10.Bf3

Bridge two, a dual purpose structure, shielding attacks from the rooks on a3 and f2



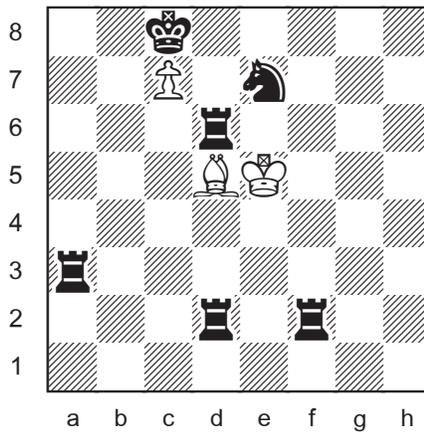
11.Kxg3

12.Kxf4

13.Ke5

14.Bd5

Bridge three.



15.Kxd6

16.Kxe7

17.Kd6

18.Kc5

19.Ba8

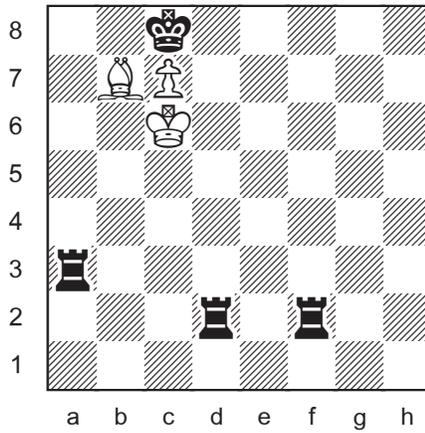
20.Kc6

21.Bb7#

Crossing the same bridge a second time.

Back to the corner.

See diagram next page.



Imagine, equating bishops and fools!?

Until next time!

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