

THE PUZZLING SIDE OF CHESS

Jeff Coakley

SWITCHEROO ICOSUPLETS

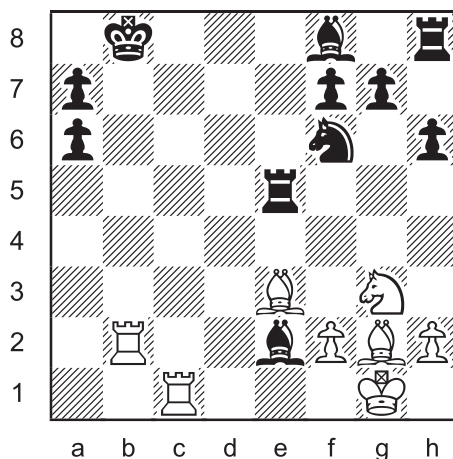
number 47

September 21, 2013

Chess problems with almost identical positions are called *twins*. As you may have noticed, they are a frequent occurrence on *The Puzzling Side of Chess*.

This column features a set of twenty twins!? Or more accurately, *approximate twins*, since there is sometimes more than a single difference between the diagrams.

Switcheroo 42



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.

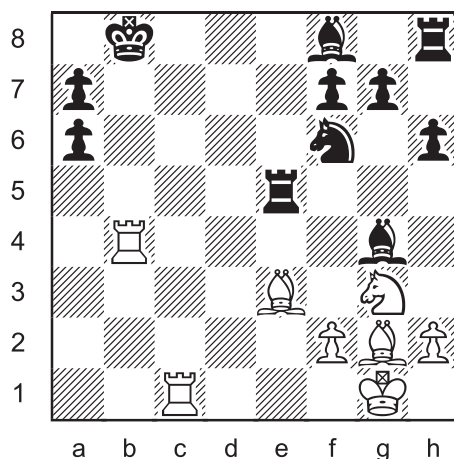
The position after the switch must be legal. A position is legal if it could occur in an actual game. This rule implies several things.

- 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.



The black king stands in check from a white rook on the b-file in all the puzzles. Many switches will be illegal because of impossible double checks.

Switcheroo 43

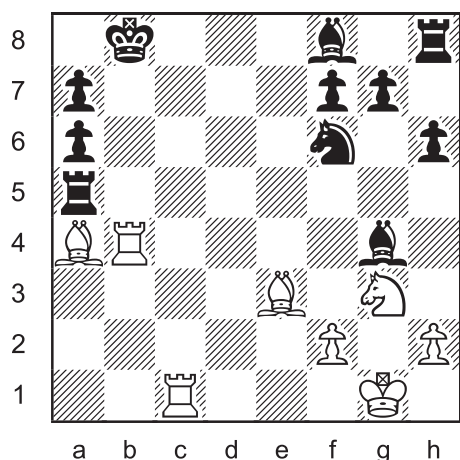


Switch two pieces so that
Black is in checkmate.

Thanks to a suggestion by Larry Bickford, we now have hyperlinks between the puzzles and the solution section. Just click on the underlined title above the diagrams. Then use the back button on your browser to return to the puzzle (or use backspace).

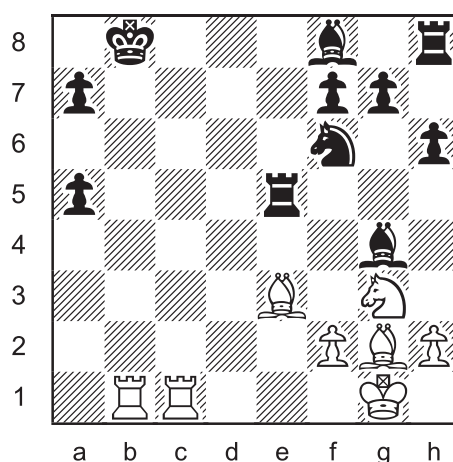
For problems 1-41, see columns 4, 10, 16, 23, 31, 37, 40.

Switcheroo 44



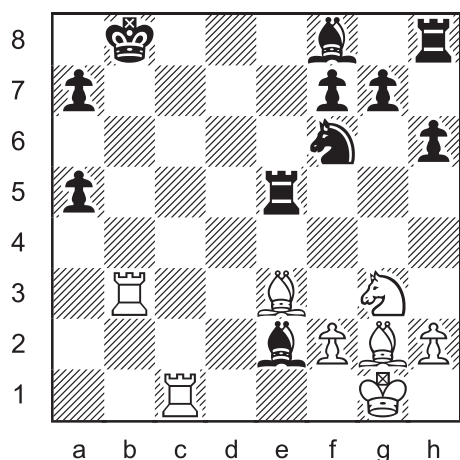
Switch two pieces so that
Black is in checkmate.

Switcheroo 45



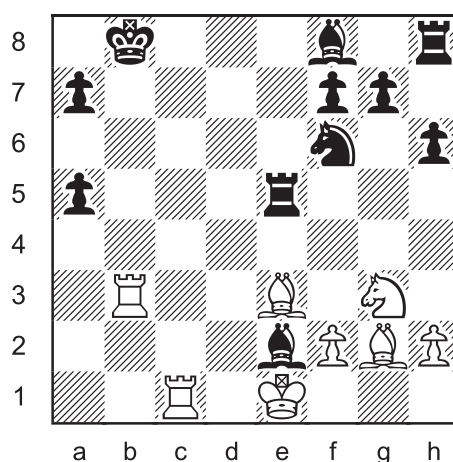
Switch two pieces so that
Black is in checkmate.

Switcheroo 46



Switch two pieces so that
Black is in checkmate.

Switcheroo 47

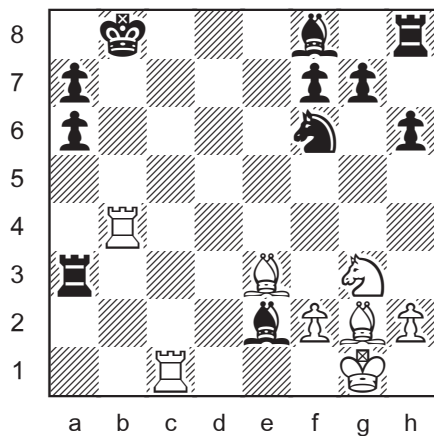


Switch two pieces so that
Black is in checkmate.

40 Day Alert!

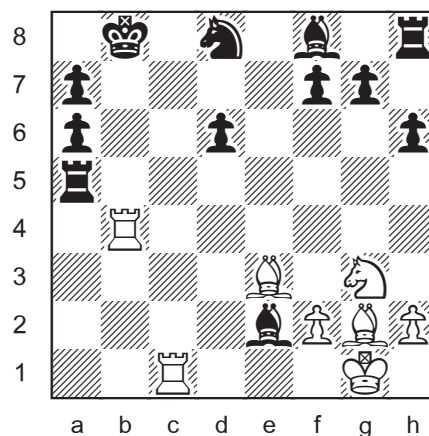
The deadline for the [ChessCafe Puzzlers Cup](#) is less than six weeks away. Make up your own puzzles and win prizes! Have you and your friends entered the contest yet?

Switcheroo 48



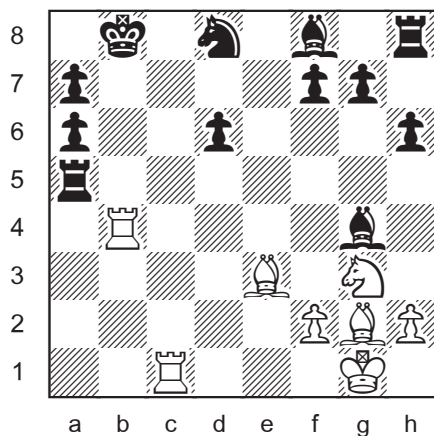
Switch two pieces so that
Black is in checkmate.

Switcheroo 49



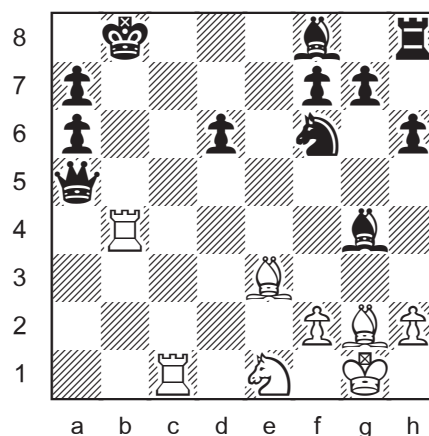
Switch two pieces so that
Black is in checkmate.

Switcheroo 50



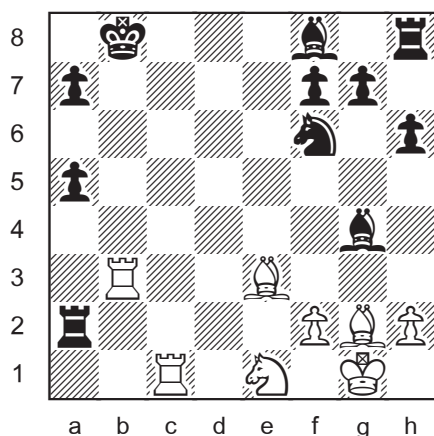
Switch two pieces so that
Black is in checkmate.

Switcheroo 51



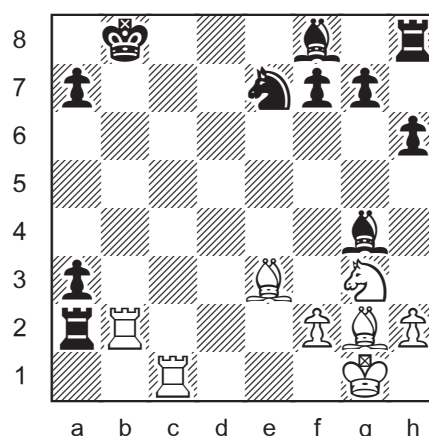
Switch two pieces so that
Black is in checkmate.

Switcheroo 52



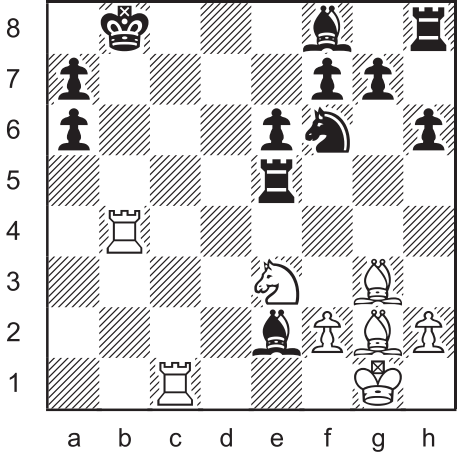
Switch two pieces so that
Black is in checkmate.

Switcheroo 53



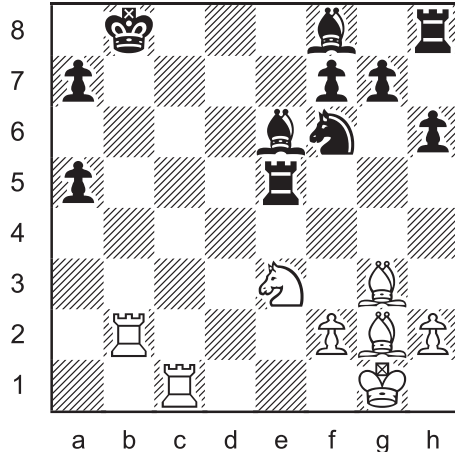
Switch two pieces so that
Black is in checkmate.

Switcheroo 54

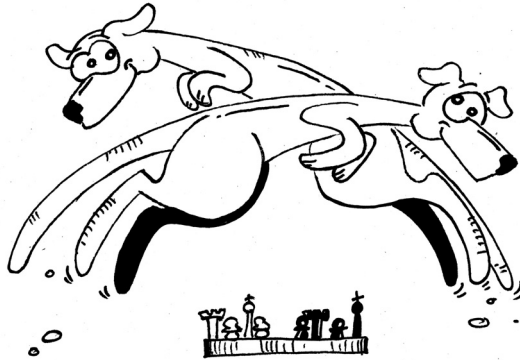


Switch two pieces so that
Black is in checkmate.

Switcheroo 55

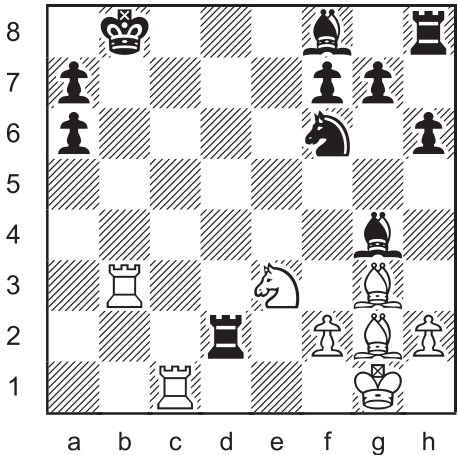


Switch two pieces so that
Black is in checkmate.



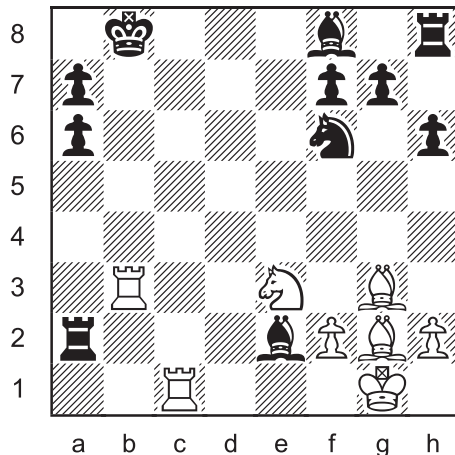
In the remaining puzzles, the black king stands in an impossible double check by the rook on the b-file and the bishop on g3. A legal switch must eliminate that double check.

Switcheroo 56



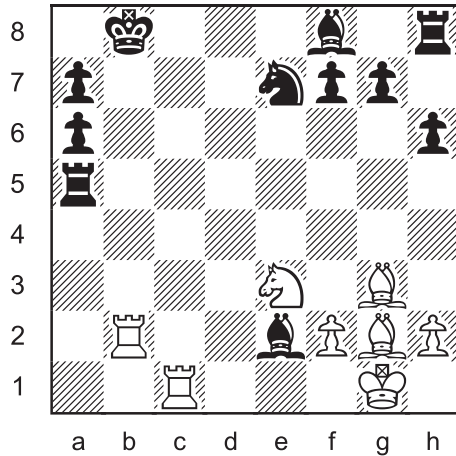
Switch two pieces so that
Black is in checkmate.

Switcheroo 57



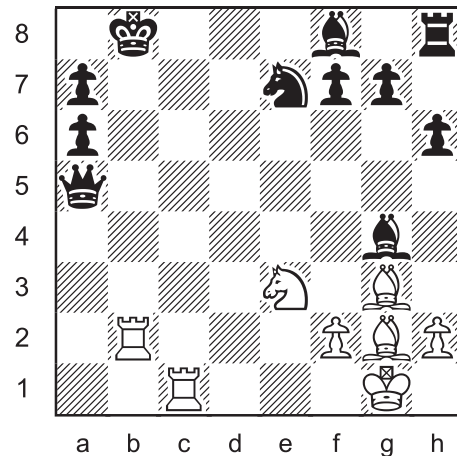
Switch two pieces so that
Black is in checkmate.

Switcheroo 58



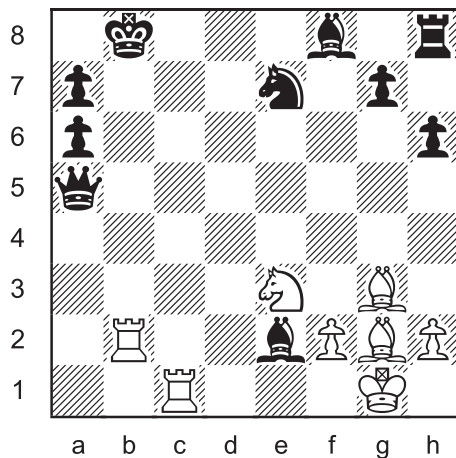
Switch two pieces so that
Black is in checkmate.

Switcheroo 59



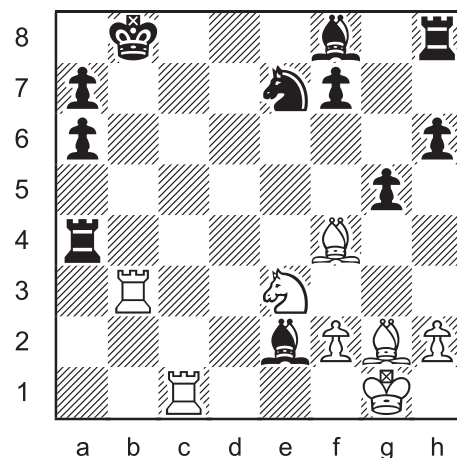
Switch two pieces so that
Black is in checkmate.

Switcheroo 60



Switch two pieces so that
Black is in checkmate.

Switcheroo 61



Switch two pieces so that
Black is in checkmate.

A set of twenty twins are called *icosuplets*. The prefix 'icos-' is derived from the Greek word for *twenty*. Its most common usage is in 'icosahedron', a geometric solid with twenty triangular faces.

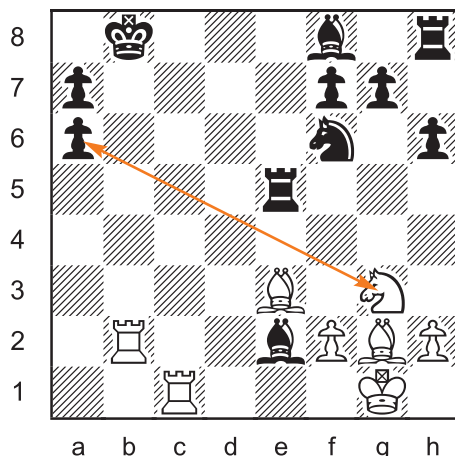


If you're wondering how to pronounce 'icosuplets', the first syllable sounds like the English word 'eye', and the second syllable (which is stressed) sounds like the first part of 'costume'.

SOLUTIONS

All switcheroos by J. Coakley. 42, 43, 45, 46, 50 are from *Winning Chess Puzzles For Kids Volume 2* (2010). The others are *ChessCafe.com* originals (2013).

Switcheroo 42



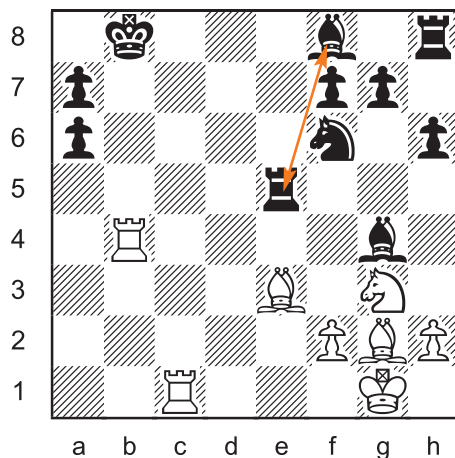
a6↔Ng3

The mating move was the double check 1.Nb4-a6#.

(Be3↔Re5? is an impossible double check.)

(Both kings are in check after a7↔f2? or a7↔h2?)

Switcheroo 43

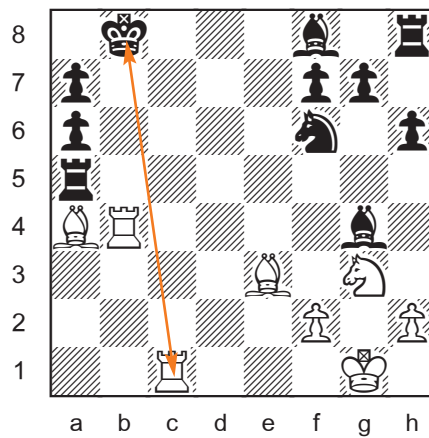


Re5↔Bf8

The switch eliminates the defensive moves ...Re5-b5 and ...Bf8xb4.

(Be3↔Re5? and a6↔Ng3? are both impossible double checks.)

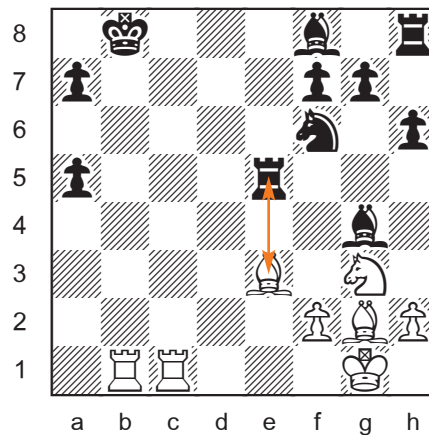
Switcheroo 44



Kb8↔Rc1

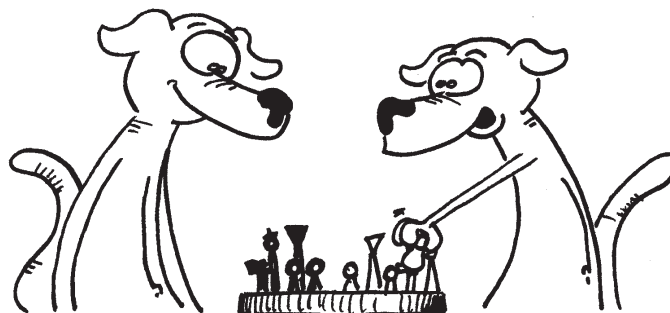
The black king leaps across the board into a *crisscross mate*.

Switcheroo 45

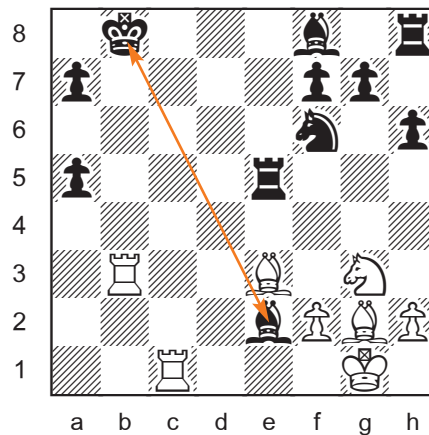


Be3↔Re5

The mating move was the double check 1.Bb2-e5#.



Switcheroo 46

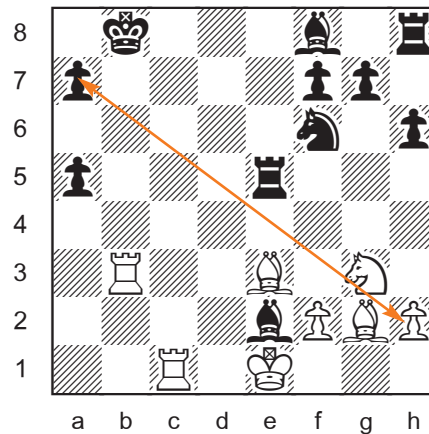


Kb8↔Be2

Another cross-board journey for the black king.

(Be3↔Re5? is an impossible double check.)

Switcheroo 47

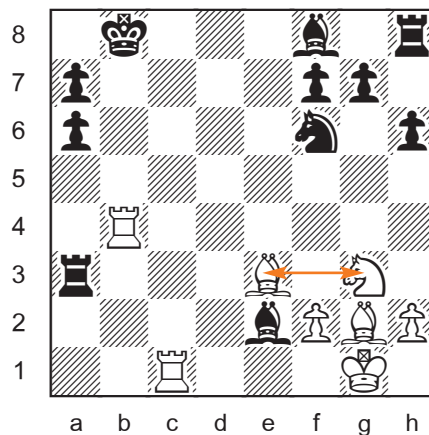


a7↔h2

With the white king on e1, the black pawn can switch to h2 without giving check. The mating move was the double check 1.b6xa7#.

(Be3↔Re5? is an impossible double check.)

Switcheroo 48

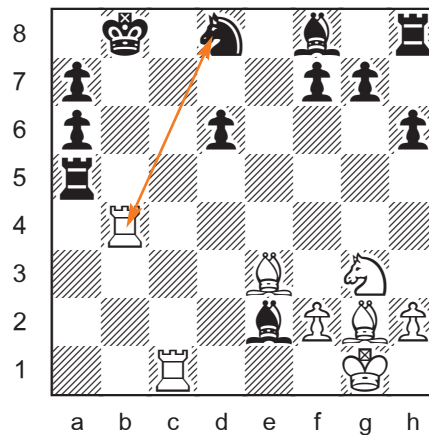


Be3↔Ng3

White mated with the double check 1.Rf4-b4#. The white bishop will spend a lot of time on g3 later in the column.

(a6↔Ng3? is an impossible double check.)

Switcheroo 49

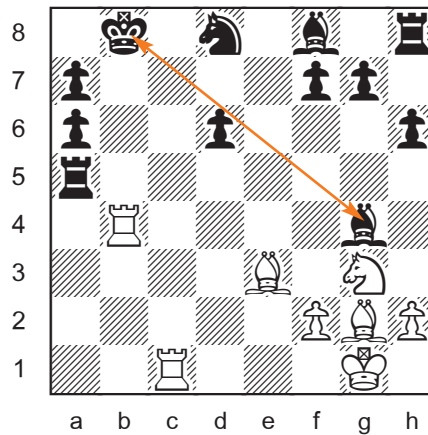


Rb4↔Nd8

Probably the easiest puzzle of the bunch, but it does set up 50 nicely.

(Be3↔d6? and a6↔Ng3? are both impossible double checks.)

Switcheroo 50

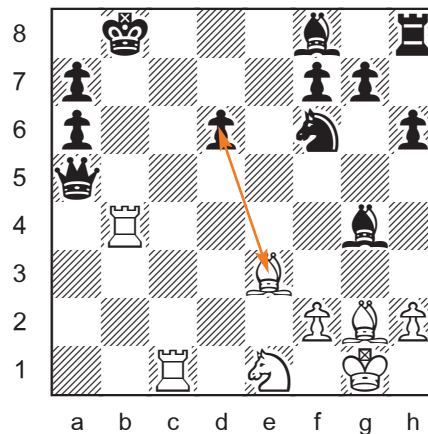


Kb8↔Bg4

The pawn on d6 (which was not necessary in the previous puzzle) blocks the bishop move ...Bb8-f4.

(Be3↔d6? and a6↔Ng3? are both impossible double checks.)

Switcheroo 51

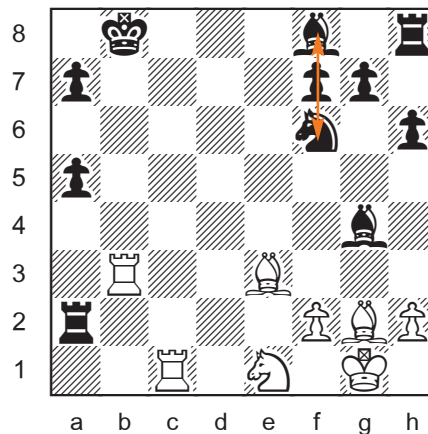


Qa5↔Kg1

Time for the white king to join the action. No other switch by the black queen works.

(Be3↔d6? is an impossible double check.)

Switcheroo 52



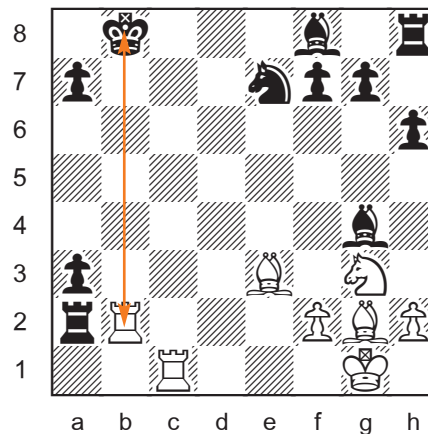
Nf6↔Bf8

Eliminating the defence ...Bf8-b4 without preventing mate in some other way.

(Be3↔h2? is an impossible double check.)

(Bf8↔Rh8? is an illegal position because a black bishop cannot be on h8 with a black pawn on g7.)

Switcheroo 53

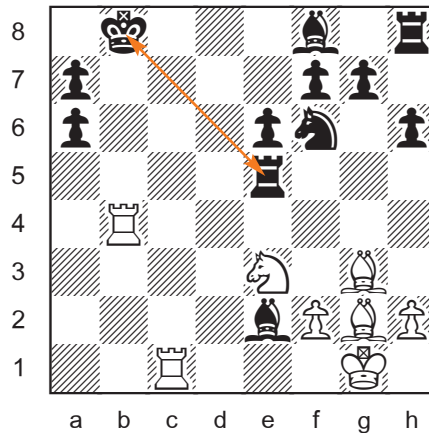


Rb2↔Kb8

The checker and the *checkee* trade places.

(Be3↔Ng3? is an impossible double check.)

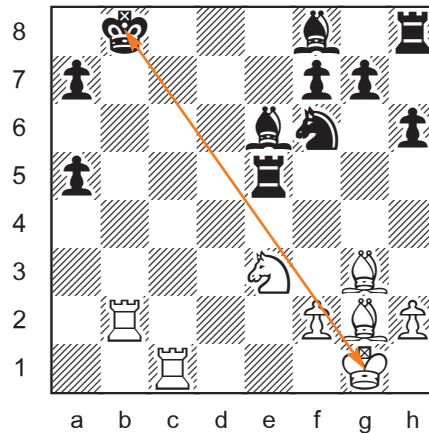
Switcheroo 54



Kb8↔Re5

The resourceful black king finds yet another square to get mated on.
(Re5↔Bg3? and a6↔Ne3? are both impossible double checks.)

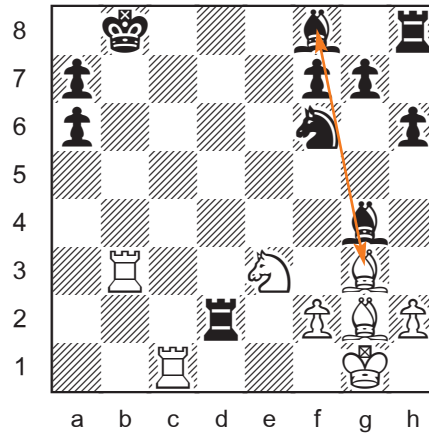
Switcheroo 55



Kb8↔Kg1

The celebrated *swap of kings* is a mandatory element in a set of switcheroo twins. You knew it was going to happen eventually, right?
(Re5↔Bg3? is an impossible double check.)

Switcheroo 56



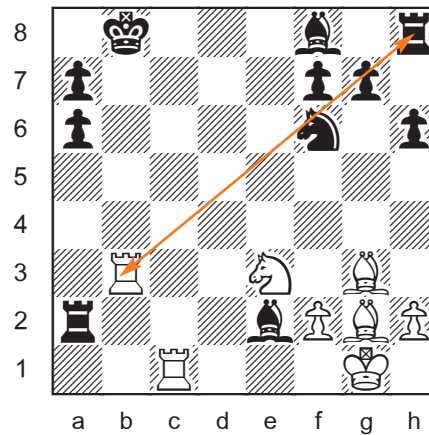
Bf8↔Bg3

In the puzzle diagram, Black is in an impossible double check from the white rook (on the b-file) and the bishop on g3. Therefore, any switch which leaves that double check is not a valid solution. For example, Rd2↔Ne3?, Rb3↔Rc1?, Nf6↔Bg4? are all illegal positions.

Swapping bishops undoes the double check and gets rid of the defence ...Bf8-b4.

(a6↔Ne3? is a triple check.)

Switcheroo 57



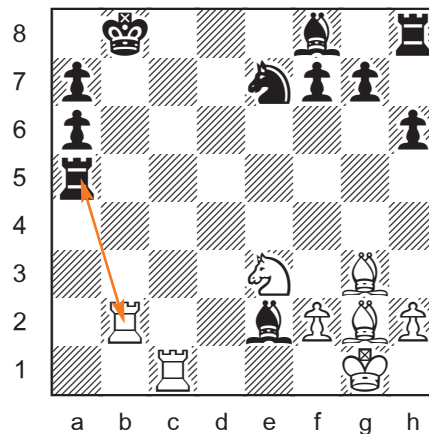
Rb3↔Rh8

An unusual rook switch pins the black bishop on f8, stopping a defence by ...Bf8-d6.

(Many switches in this position are not allowed because they leave the black king in an impossible double check by the rook on b3 and bishop on g3.)

(Rb3↔Bf8? is an impossible double check.)

Switcheroo 58

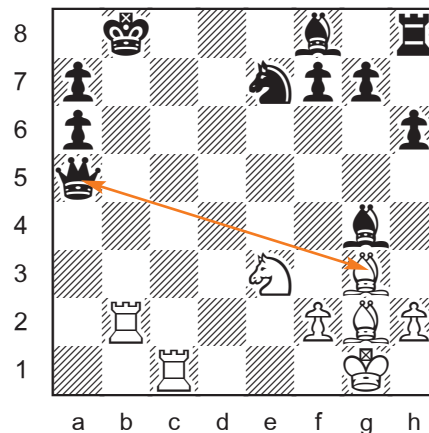


Ra5↔Rb2

Another switch of rooks, less exciting than the previous puzzle, but just as effective.

(Any switch that leaves a double check by the rook on b2 and bishop on g3 is illegal.)

Switcheroo 59



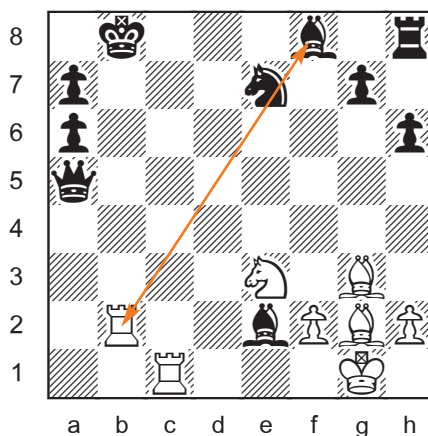
Qa5↔Bg3

If a black rook were on a5 instead of a queen, then the switch Ra5↔Rb2 would also work.

(Qa5↔Rb2? is not mate because of ...Qb2-e5.)

(Any switch that leaves a double check by the rook on b2 and bishop on g3 is illegal.)

Switcheroo 60

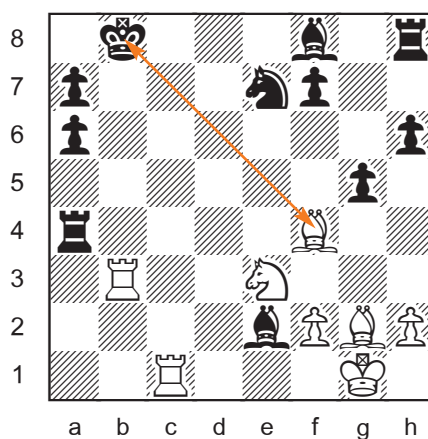


Rb2↔Bf8

Without a black pawn on f7, a double check by the rook at f8 and bishop at g3 is possible by 1.Rf4-f8#.

(Any switch that leaves a double check by the rook on b2 and bishop on g3 is illegal.)

Switcheroo 61



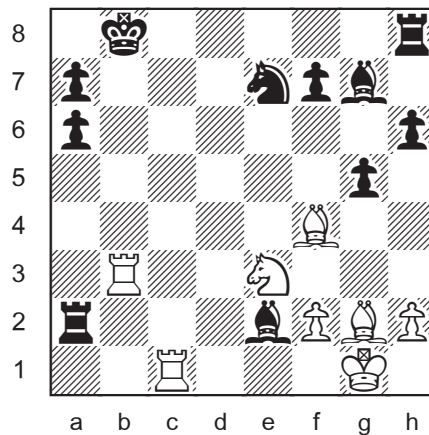
Kb8↔Bf4

The white bishop shifts from g3 to f4 for the puzzle position and then switches with the black king for mate. The last move could have been 1.Rc7-c1#, 1.b7-b8=B#, or c7xb8=B#.

(Any switch that leaves a double check by the rook on b3 and bishop on f4 is illegal.)

In this series of puzzles, the basic arrangement of pieces (known as the *zero position*) is very fertile. There seems to be no end to the twinning possibilities!? Here is one more bonus puzzle.

Switcheroo 61b

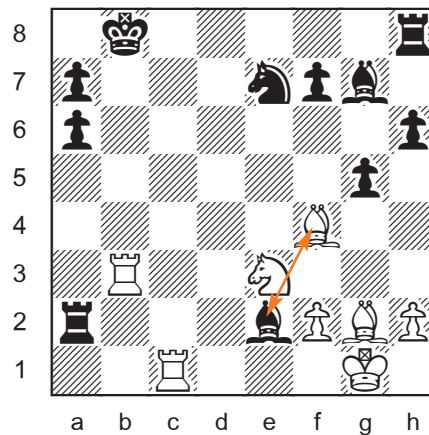


Switch two pieces so that
Black is in checkmate.

The solution is given just below.

The term for a group of twenty-one twins is unicosuplets. There doesn't seem to be an end to this series of words either!

Switcheroo 61b solution



Be2↔Bf4

Until next time!

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