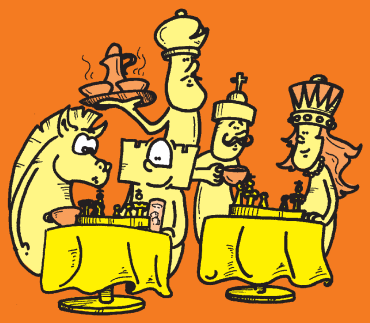


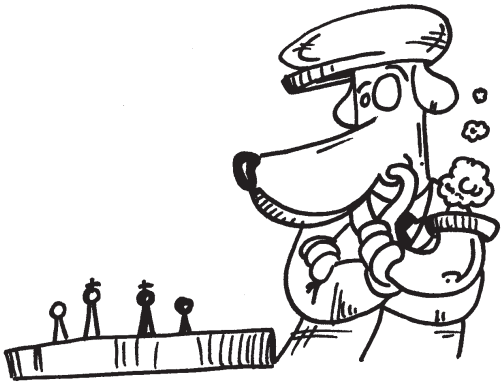
THE PUZZLING SIDE OF CHESS

Jeff Coakley

FOUR BOARD SMORGASBORD

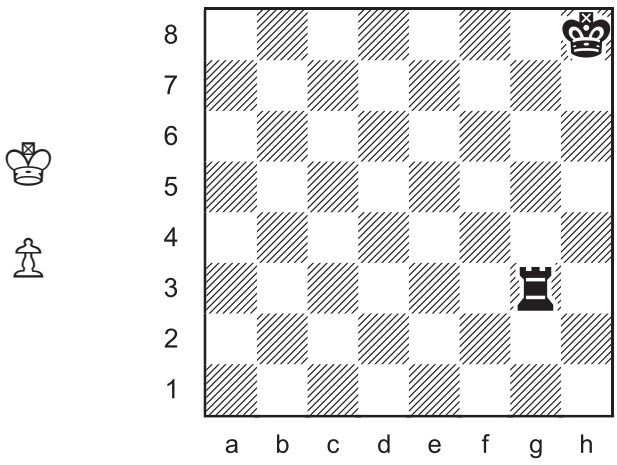
number 68 September 20, 2014

This column presents several puzzles of different types: a pair of inverted loyds, dark square domination by bishops, and an unusual proof game.



Sometimes all you need for mate is a king and a pawn. If you have them in the right spots!

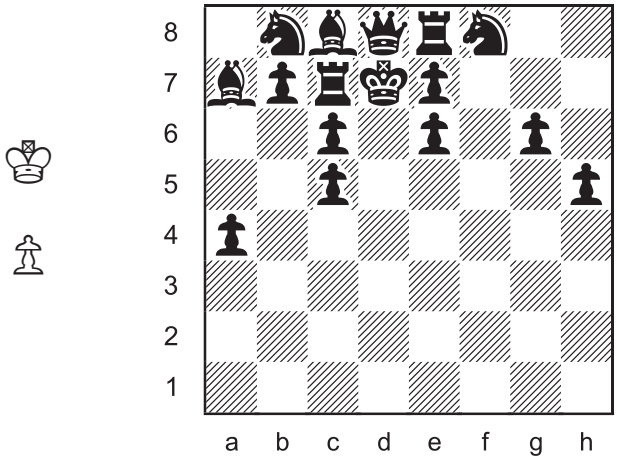
Inverted Loyd 09



Place a white king and pawn on the board
so that White has **mate in 2**.

A *grotesque* is a chess problem in which the white forces are grossly outnumbered. The next position is a good example. A king and pawn take on the entire black army.

Inverted Loyd 10

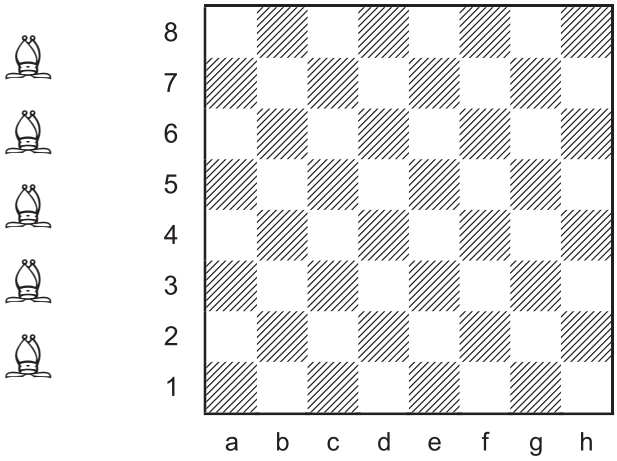


Place a white king and pawn on the board
so that White has **mate in 3**.

For more *inverted loyd* problems, see column 56 in the archives.

Let's cross over to the dark side now.

Dark B Domination



How many bishops are needed
to attack every dark square?

As you probably know, a piece does not attack the square it stands on.

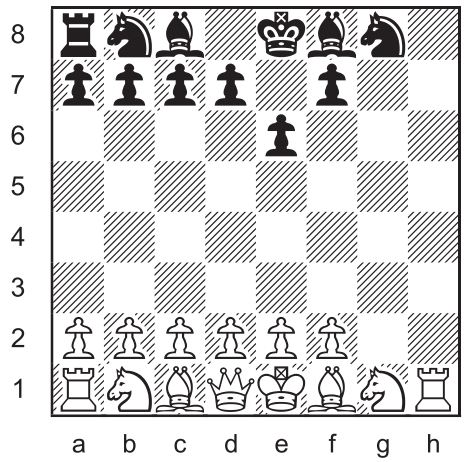
Other columns with similar puzzles include *Board Domination* (06) and *Queenfest I* (59).

The task in a *proof game* is to show how a given position can be reached in a legal game. See column 52.

In the following problem, there is a *move stipulation*. The position must be reached after exactly 5.5 moves, that is, after White has just played their sixth turn. No sooner, no later.

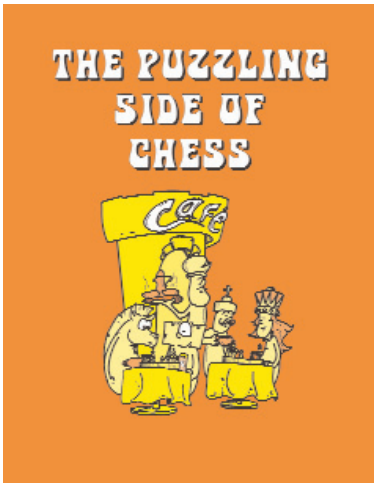
An additional *condition** for this proof game is that it must contain an *en passant* capture.

Longer Proof Game 07 (5.5 moves*)



This position was reached after White's sixth turn.
The game included an *en passant* capture.
What were the moves?

The true story of the circumstances surrounding this game is given at the end of the solution.



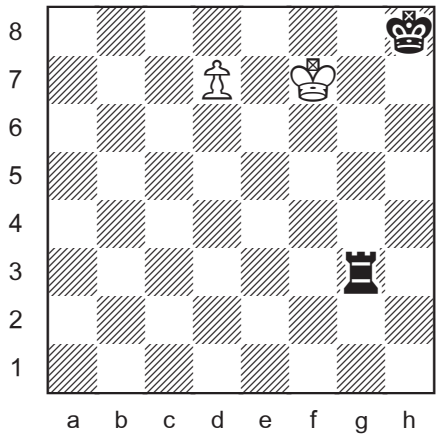
Halloween is the deadline for entering the *Chess Cafe Puzzlers Cup*. Don't get tricked. Send your puzzles in early.

SOLUTIONS

All puzzles except *inverted loyd 10* are by J. Coakley. *Inverted loyd 09* is from *Winning Chess Puzzles For Kids Volume 2* (2010). The others are *ChessCafe.com* originals (2014).

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.

Inverted Loyd 09



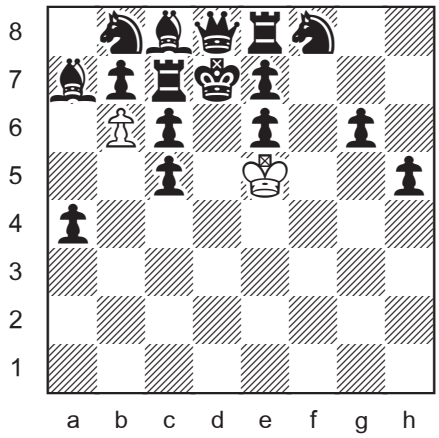
Kf7 and pd7 were added.

1.d8=Q+ Kh7 2.Qh4#

Inverted Loyd 10

Cohn 1967

Guardian Chess Book (Leonard Barden)



Ke5 and pb6 were added.

1.bxa7 Na6 2.a8=N *any* 3.Nb6#

(1...*other* 2.axb8=N#)

(continued next page)

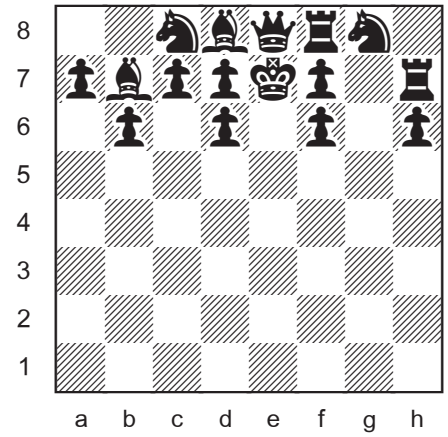
Does anyone know the original source of this problem or the composer's first name?

The puzzle is an improvement on a similar idea by German master Max Lange (1832-1899).

Inverted Loyd 10b

Max Lange 1862

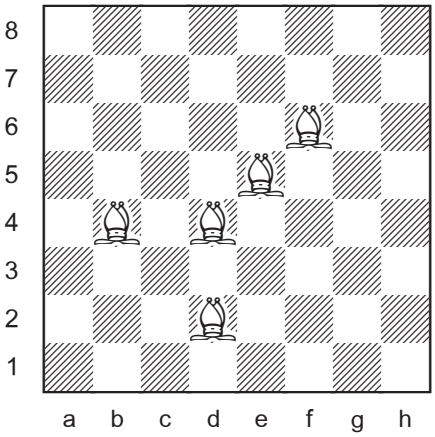
Handbuch der Schachaufgaben



Place a white king and pawn on the board
so that White has **mate in 2**.

Solution: Add king on f5 and pawn on a6 (or c6).
1.axb7 *any* 2.bxc8=N#

Dark B Domination



Five bishops are needed to attack all thirty-two dark squares.

Perhaps a better posing for the puzzle would be: *Place five bishops on the board so that all dark squares are attacked.*

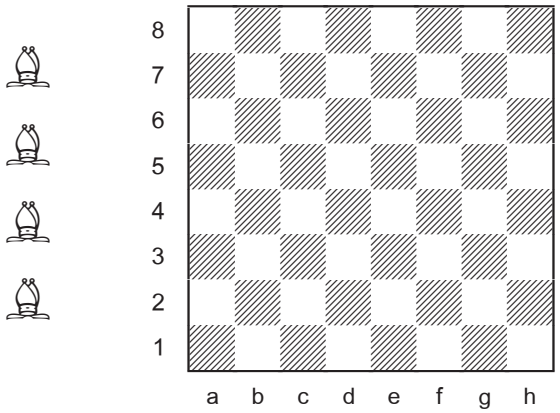
(continued next page)

There are twenty-eight patterns for the solution. None have a bishop on the edge of the board or on b2 or g7. Nine of the arrangements are given below. The four on the left are symmetrical.

Bb4 Bd2 Bd4 Be5 Bf6 (diagram)
Bc3 Bc5 Be3 Be5 Bf6
Bb6 Bd4 Bd6 Bf2 Bf4
Bc5 Bc7 Bd4 Be3 Bg3

Bc7 Bd4 Bd6 Be3 Bf2
Bd2 Bd4 Bd6 Bf4 Bf6
Bb4 Bd2 Bd4 Bf4 Bf6
Bd2 Bd4 Bd6 Be3 Be7
Bc3 Bc5 Bd2 Bd6 Be7

Bonus puzzle: **Dark B Domination 2**



Place four bishops on the board so that all empty dark squares are attacked.

Solution: There are twenty-eight patterns. None have a queen on a1, a3, b2, c1, f8, g7, h6, or h8. In ten patterns, two occupied squares are also attacked.

The two symmetrical solutions both have a pair of guarded bishops.

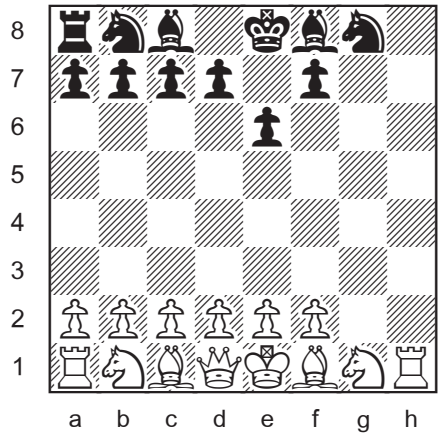
Bc3 Bd6 Be3 Bf6 parallelogram
Bd2 Bd4 Be5 Be7 zigzag

Here are the eight “pseudo-symmetrical” solutions, none with guarded bishops.

Be1 Be3 Be5 Be7 linear
Bd2 Bd6 Bf2 Bf6 rectangular
Be1 Bd4 Be7 Bf4 diamond
Be1 Bc5 Be5 Bg5 T-shaped
Bb6 Bd2 Bd6 Bf6 T-shaped
Be1 Be3 Bd6 Bf6 Y-shaped
Bd2 Bd4 Bc7 Be7 Y-shaped
Bc5 Bd2 Bf6 Bg3 parallelogram

Longer Proof Game 07 (5.5 moves*)

*The game must include an *en passant* capture.



1.g4 e6 2.g5 h5 3.gxh6 e.p. Qh4 4.hxg7 Qxh2
5.gxh8=R Qxh1 6.Rxh1

The piece on h1 appears to be on its starting square, but it is actually a promoted pawn. This kind of impostor is called a pronkin rook, after Ukrainian composer Dmitry Pronkin.

The Pronkin theme requires at least seven moves in a non-conditional unique proof game. However, by stipulating the necessity of an *en passant* capture, it is possible in six.

Without the *en passant* requirement, there would be twenty-seven solutions, which have two basic schemes.

Four of the solutions involve a promoted rook. White opens with The Spike (1.g4) and from Black's third turn on, the moves are identical. The differences are that Black can play 1...e6, 1...h6, or 1...h5, and White can capture the black h-pawn by 2.gxh5, 3.gxh6, or 3.gxh6 e.p..

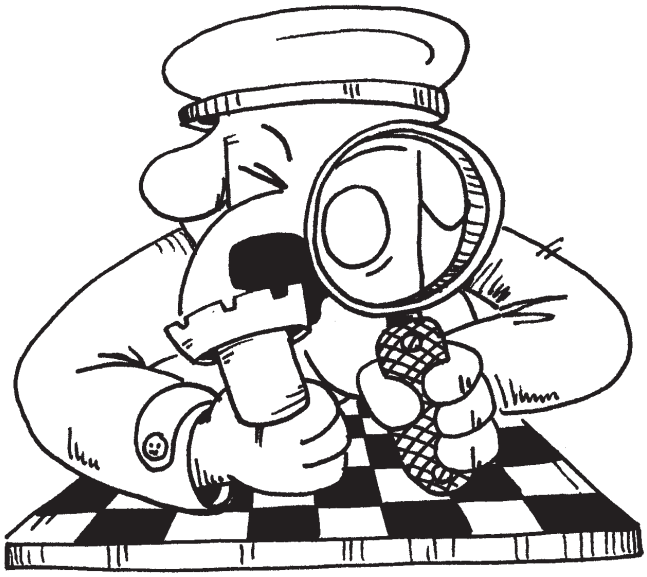
The other twenty-three solutions begin 1.h3 or 1.h4. There is no *en passant* capture and the piece on h1 is the original rook. In each case, White must lose a tempo to give the black queen time to reach the corner. The last three moves by Black are always the same. Here are some examples.

1.h3 g5 2.h4 e6 3.hxg5 Qxg5 4.Rxh7 Qxg2 5.Rxh8 Qh1 6.Rxh1

1.h4 g5 2.hxg5 e6 3.Rxh7 Qxg5 4.Rxh8 Qxg2 5.Rh4 Qh1 6.Rxh1

1.h4 g5 2.hxg5 e6 3.Rh4 Qxg5 4.Rxh7 Qxg2 5.Rxh8 Qh1 6.Rxh1

The Unusual Case of the Six Move Pronkin



One evening two well-dressed ducks were enjoying a game of chess at the local country club. After a few moves, a heated debate arose. Names were called, the situation escalated, and feathers flew.

It isn't clear what happened next, but one duck was left unconscious and the other took flight. The authorities were reluctant to pursue the matter, so the management turned to ace detective Harmonius Hound.

Upon his arrival at the scene, Harmonius closely examined the pieces on the chessboard, and then questioned the maitre d' and his staff to ensure that the position had not been altered.

After further interrogation, he ascertained that the ducks had been arguing about the *en passant* rule. And according to one witness, the last words spoken by the injured and obviously insulted duck were the following. “I’ve made five moves and I’ll make no more!”

These were all the facts Harmonius needed to deduce the entire chess game. Based on the absurdity of the moves, he concluded that both players must be mentally deficient, and probably overdue for medication.

“Gentlemen, we should contact the county asylum. Two of their ducks have escaped.”

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