

# Help-mates

THE COMPOSITION of problems has long been a popular means of illustrating chess from an artistic rather than a competitive point of view. In this field heterodox forms of chess are often used to great effect, the most common forms being the self-mate and the help-mate.

Help-mates are problems in which both sides combine to checkmate black in a specified number of moves. A scintillating example is the following beauty composed by Abdurahamovic.

8 / 1P1P4 / 8 / 2p1p3 / 8 / K5P1 / 3Pk2P / 3r4

(The shorthand notation above is a simple description of the placement of pieces on the board. Looking from White's point of view: 8 means an empty horizontal column on the far side of the board. In the next column there is an empty square a white pawn — the capitals indicate white pieces, lower case letters are black pieces — another empty square, a white pawn and then four empty spaces and a blank column, and so on.)

Black is to play and help white to mate him in two moves. The solution is

- 1 ... Kxd2 b8=Q
- 2 ... Kc1 Qb2 mate.

Now in turn place a white bishop, rook, knight, pawn and queen on e2 and again mate in two moves. Remember that black starts and is trying to be helpful!

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The next teaser is the most famous English end-game study, composed by D. Joseph in a railway carriage between Liverpool and Manchester in 1923!

3K4 / kp6 / p7 / 1P6 / 16 / 7P / 8

White is to play and win (without help this time!). The solution will be given next week. Very difficult.

Problem-like situations can occur in real games as Paul Garbett, former New Zealand champion, finds out.

Auckland invitation tournament, 1975

(Black)  
R. Sutton

8 / 6p1 / 16 / 6Pk / r1P4P / P1R4K / 8

(White)  
P. Garbett

White has just played Kh2?? allowing New Zealand championship player Richard Sutton to unleash a stalemate "swindle" which must be one of the nicest to have occurred in actual play.

1. . . . . g5!
- Threatening 2 . . . . Rxa2.
3. Rxa2 stalemate.
2. Kg1 Rxc3!
3. Rb2 Kg3
4. Rb3 Kh4!
5. Rxc3 stalemate

Solutions to help-mates:

- Bishop:
- 1 . . . Kxd2 d8=Q ch
  - 2 . . . Kc1 Qxd1 mate

- Rook:
- 1 . . . Rxd2 d8=Q
  - 2 . . . Kd1 Qxd2 mate

Knight:

- 1 . . . Kd3 b8=Q
- 2 . . . Kc4 Qb3 mate

Pawn:

- 1 . . . Kf3 d8=Q
- 2 . . . Ke4 Qd3 mate

Queen:

- 1 . . . Kf3 g4
- 2 . . . Kf4 Qf5 mate

The last one is quite difficult but the mating pattern is very elegant.

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