

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

ALGEBRAIC NOTATION

The algebraic notation in this chess column is that used almost exclusively in Europe and in many countries elsewhere. Each square has one designation only. The vertical files are labelled a to h from White's left. In horizontal rank the squares are labelled 1 to 8 from White's end. Normal symbols are used, except that pawns as such are not mentioned; just the arrival square is given for a non-capturing pawn move.

Chess

You think you've got problems?

USUALLY IN this column, the problems the reader is asked to solve are taken from real games. But this doesn't always cater for the avid problemist, who is so keen on solving bizarre studies that he even invents "fairy" pieces with extraordinary powers — rebounding knight-riders and the like.

Well, this week, thanks to appalling English weather and a day inside at former New Zealand and British champion Bob Wade's place,

we have a selection of difficult problems. Bob chose them from a list of Soviet New Year problems, and set them for myself, English theoretician Les Blackstock, and a junior player, Len Smart, to solve. Since we had troubles with several of them I suggest the reader forms his own group, with one person in control of the solutions in order to give encouraging hints where necessary!

Ratings:— Nine solved: problem master. 7-8: expert. 5-6:

good. 3-4: more inspiration or perspiration needed! 1-2: more practice required with these types of positions. 0: room for improvement!

All solutions to the following problems are printed upside down at the end of the column.

1. A helpmate — surprisingly, easier with the bishop than with the queen. As usual in helpmates, Black moves first and is to help White to mate him in two moves.



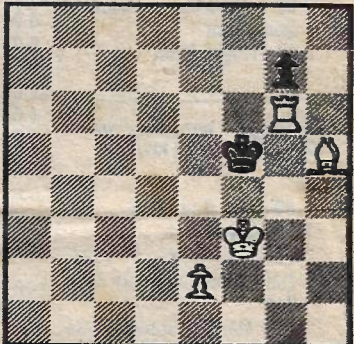
(Helpmate in 2: Black to play.)

2. Now replace the White bishop with a White queen and it's helpmate in three.



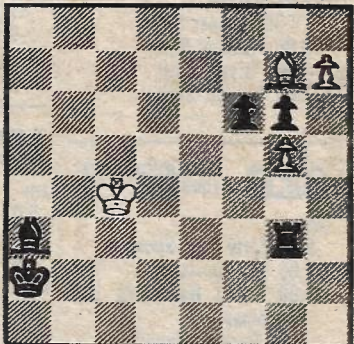
(Helpmate in 3: Black to play.)

3. This next problem is more a test of technique.



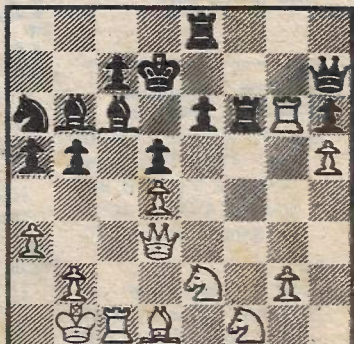
(Mate in 10: White to play.)

4. Black appears to be in trouble, as after 1... Rh3 2. Bh6! and the pawn will queen. But there is a way to draw from the diagrammed position! How does it go?



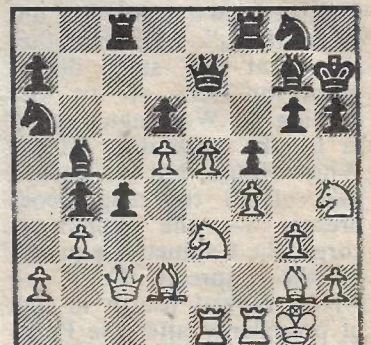
(Black to play and draw.)

5. This one is from a real game, but that doesn't make it any less pretty.



(White to play and win.)

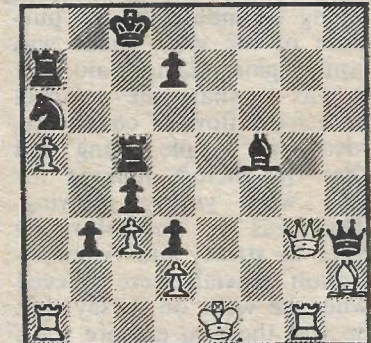
6. If you got that one, don't stop — follow the same theme!



(White to play and win.)

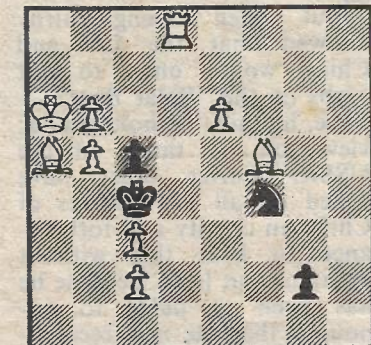
7. Here's an easy one — we solved it almost before Bob had finished setting the pieces up! It features a delightful "double-rook-staircase".

First, find the most forcing move.



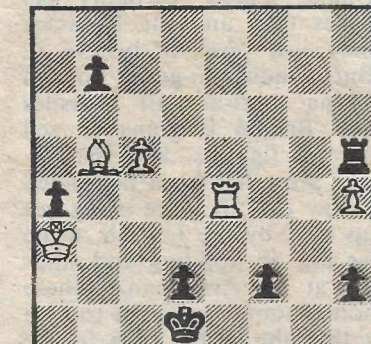
(White to play.)

8. And to finish, a couple of really difficult ones, which we solved through trial and error. Clue: a host of under-promotions, based on Bd3 = checkmate.



(Mate in 4: White to play.)

9. And now, what else but mate in... gulp... 25! White is playing up the board as usual.



(Mate X 25: White to play.)

1...g1=N 2.b8=Ni N13 3.Nc6 Zugzwang! Or 1...g1=B 2.b8=B! Bd4 3.Bx14. 9. White's problem is that 1.Kb2, threatening 2.Bx44 mate, is met by 1...a3 ch. We played this in-both Black pawns must be captured with check, viz: 1.B2 ch! Ke1 (1...Kc1 2.Rc4 ch Kb1 3.Bd3 ch Ka1 4.Rc2 ch Kb1 5.Rd6 ch Kc4 6.Rd4 ch Kf3 7.Rf4 ch Kg2 8.Rf2 ch Kh1 9. 0-0-0 check and mate to follow! 8. (F. Farsert 1967) 1.b7! Bc6 ch Ke1 8. Rc4 ch Kd1 9. Bc2 ch Ke1 10. Bb5 ch Kd1 11. Bx44 ch Kc1 12. Rc4 ch Qx14 4.Bd3 mate. Or

1. Kk7 Kg4 2. Kh6 Bf8 mate. Simple but not so easy to find! 2. 1.g5! Qd8 2.Kg7 Kg4 3. Kh6 Qxg5 mate. The difficulty lies in that Black moves first here. 3. (Mishalev) 1. Ke3 Ke5 2. Bf3 Kf5 3. Be4 ch Ke5 4. Bc6 Kf5 5. Be8 Ke5 6. Bf7 Kf5 7. Kd4 Kf4 8. Bds Kf5 9. Be4 ch Kf4 10.e3 checkmate! 4. 1...Rg4 ch 2.Kd3 (otherwise 2...Rxc5 with check)

MURRAY CHANDLER

Solutions:—
25. Bxc2 checkmate!
Kb2 Rxc5 24. Ba4 ch Rc2 ch
ch Ke1 22. Rc4 ch Kd1 23.
Kg1 20. Bc6 ch Kf1 21. Bb5
18. Rg4 ch Kh1 19. Bg2 ch
Rc4 ch Kf1 17. Bh3 ch Kg1
ch1 Kd1 15. Bg4 ch Ke1 16.
Kc1 13. Bc2 ch Kc1 14. Bf5