



# THE PUZZLING SIDE OF CHESS

Jeff Coakley

## BRING ON THE WHAMMY!

number 65

August 23, 2014

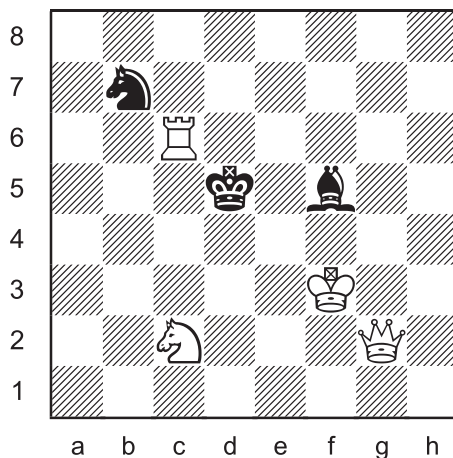
After a good dose of double whammies, this column concludes with two longer *series-mates*.

“Double whammy” is another name for a *series-mate in two*. Here are the special rules for this type of problem.

- White plays two moves in a row to mate Black.
- The first move may not be check.
- Either move may be a capture.
- Both moves may be with the same piece.
- Black does not get a turn.
- White may not place their own king in check on the first move, even if they get out of check with the second move.

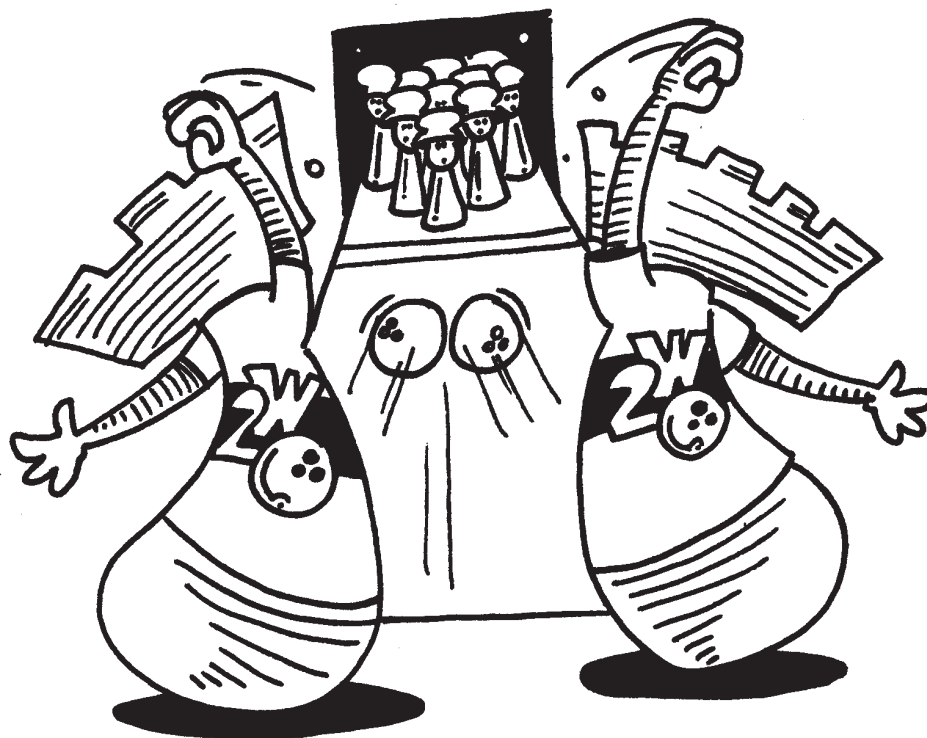
In a normal game of chess, making two consecutive moves is illegal. But here on the *Puzzling Side*, we know how to bend the rules.

### Double Whammy 36



White plays two moves  
in a row to mate Black.

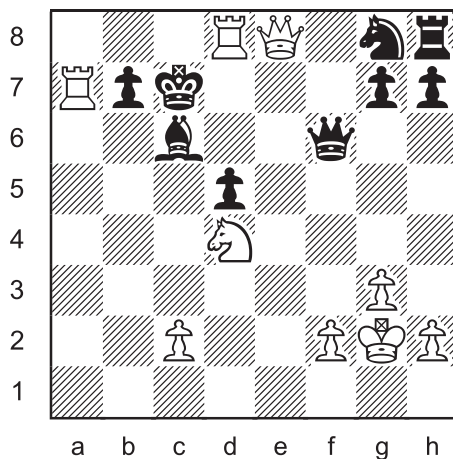
For double whammies 1-35 and more information on series-movers, see columns 2, 7, 13, 20, 28, 35, 37, 44, 50 in the archives.



### *The Double Lebowski*

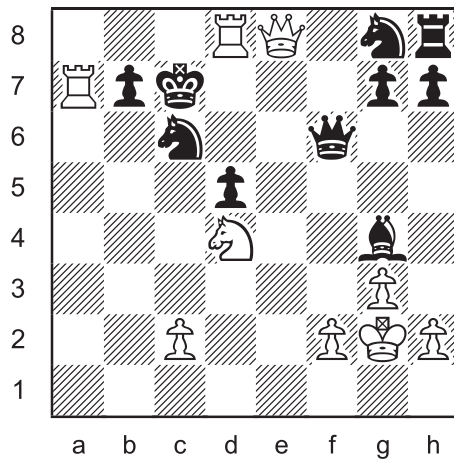
Next we have a set of ten *approximate twins*. These problems have nearly identical positions but different solutions. Score 10 out of 10 for a perfect strike!

### Double Whammy 37



White plays two moves in a row to mate Black.

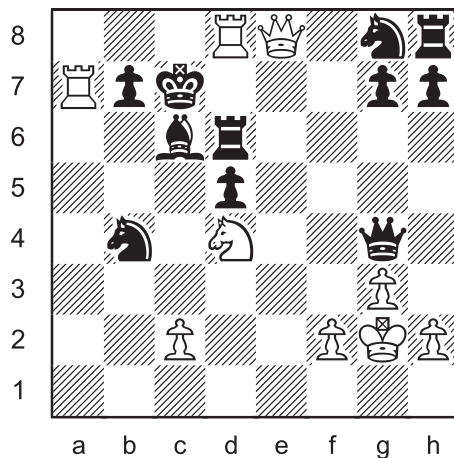
### Double Whammy 38



White plays two moves  
in a row to mate Black.

The *2014 Chess Cafe Puzzlers Cup* has begun. Big prizes, big fun.  
Are you planning to take part? The deadline for entries is October 31.

### Double Whammy 39

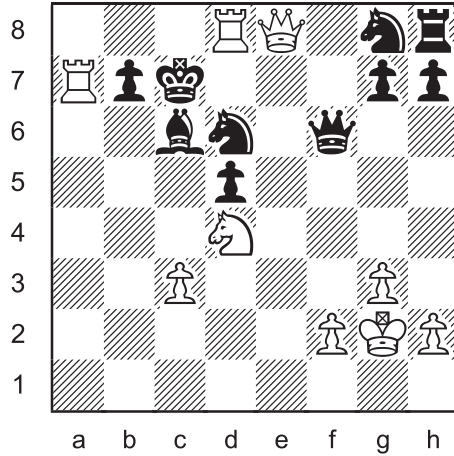


White plays two moves  
in a row to mate Black.

Here is an alternative way to pose a double whammy that almost  
makes it a “standard problem”.

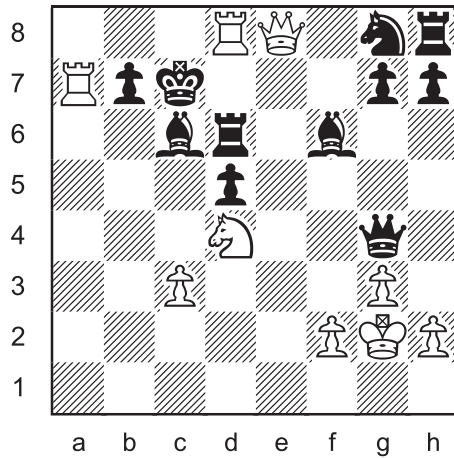
*Find a non-checking move which threatens mate in one.*

### Double Whammy 40



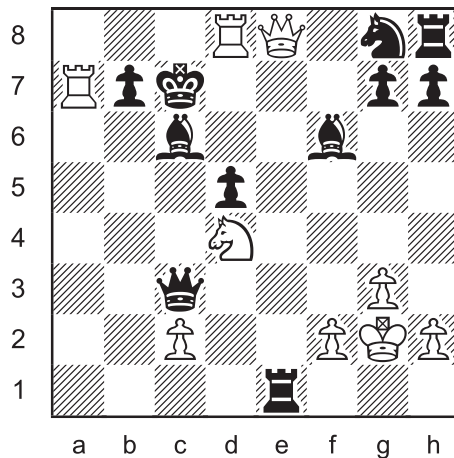
White plays two moves in a row to mate Black.

### Double Whammy 41



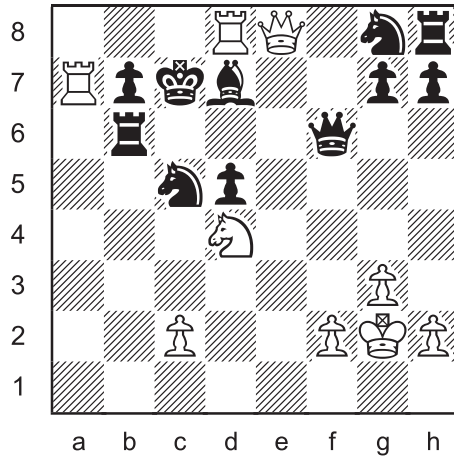
White plays two moves in a row to mate Black.

### Double Whammy 42



White plays two moves in a row to mate Black.

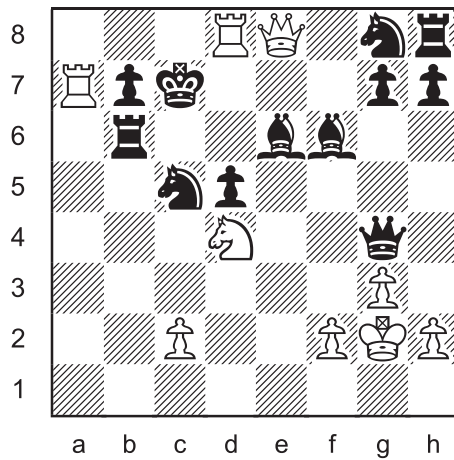
### Double Whammy 43



White plays two moves in a row to mate Black.

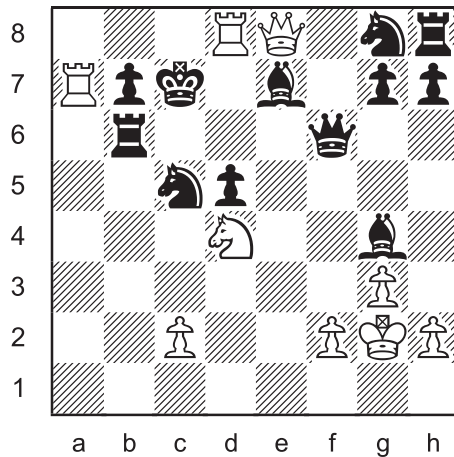
Three more to go.

### Double Whammy 44



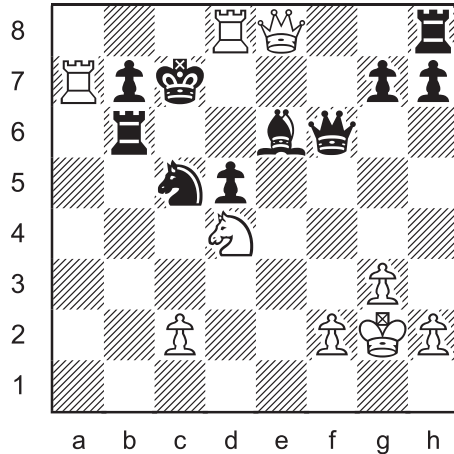
White plays two moves in a row to mate Black.

### Double Whammy 45



White plays two moves in a row to mate Black.

## Double Whammy 46

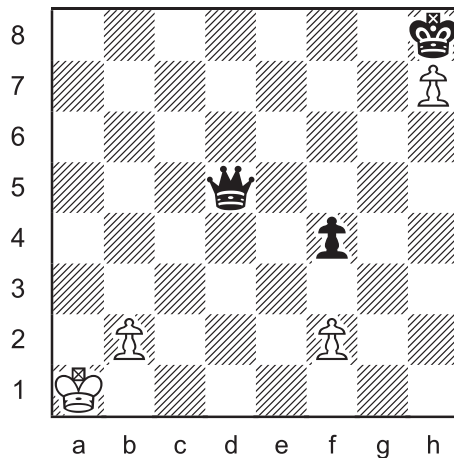


White plays two moves  
in a row to mate Black.

Our first longer problem is by German composer Theodor Steudel (1928-2009), the great master of series-promotion.

As in double whammies, only the final move may be check.

## Multi-Wham 15



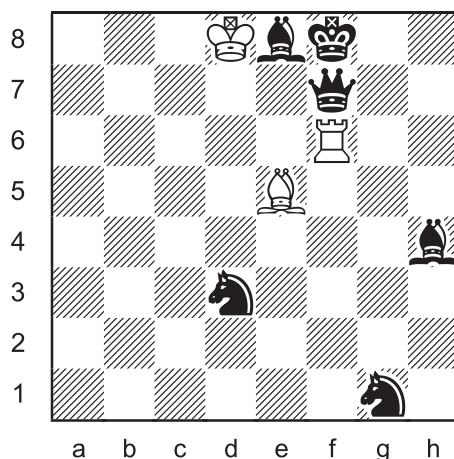
Series-mate in 13

White plays thirteen moves  
in a row to mate Black.



If I were going to enter the *Puzzlers Cup*, I would submit the following series-mate. What do you think? Does it have prize potential?

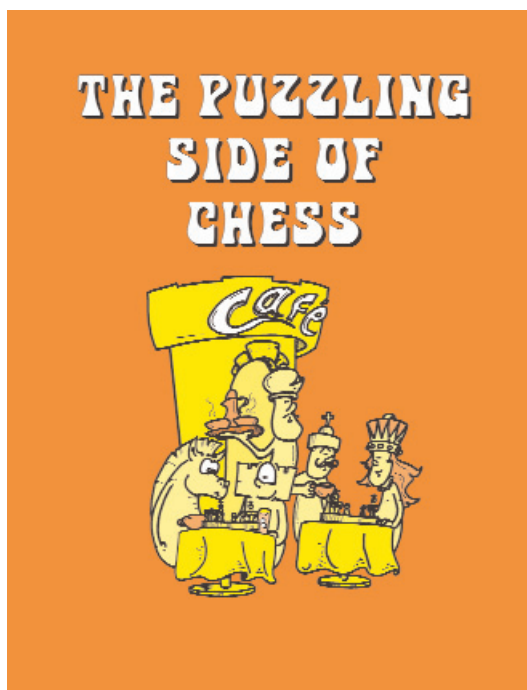
### **Multi-Wham 16**



Series-mate in 20

White plays twenty moves  
in a row to mate Black.

The *ChessProblems.ca Bulletin* is an excellent online publication dedicated to series-movers of all types. The editor is Canadian composer Cornel Pacurar, a leading authority on this kind of problem. If you're serious about series-mates, then please check it out.



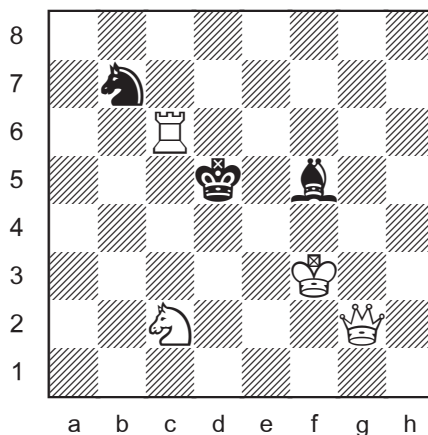
## SOLUTIONS

All double whammies by J. Coakley, *ChessCafe.com* (2014).

Versions of 37 and 40 were previously published in *Scholar's Mate* 111 (February 2012).

*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.

### Double Whammy 36

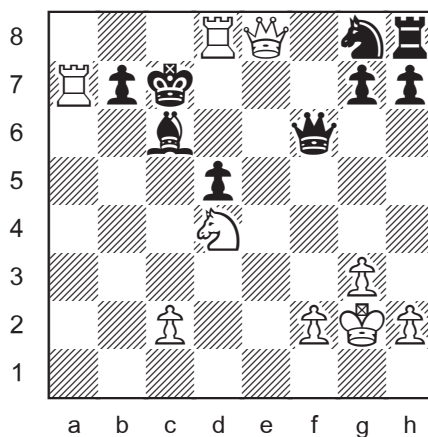


1. Qg7

The queen leaves one long diagonal for the other. Looking for a mate with a discovered check by the white king is a natural try, but it doesn't work.

2. Nb4#

### Double Whammy 37



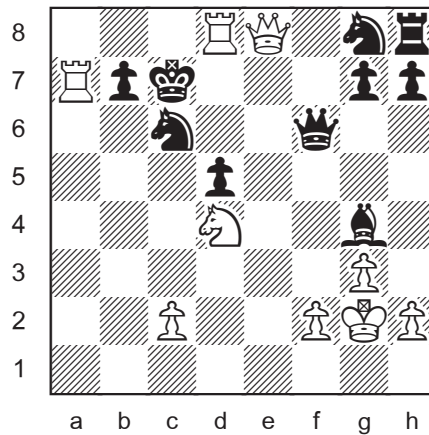
1. Qe1

The long way around.

2. Qa5#



### Double Whammy 38

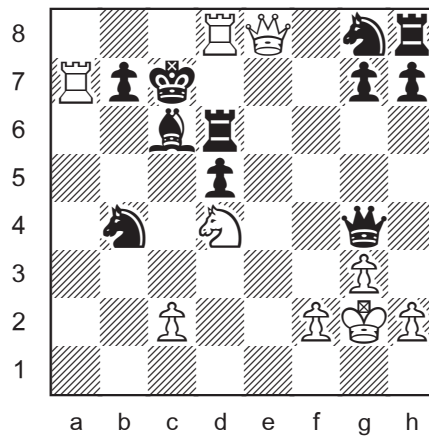


1. Ra6

Attacking the b6 square. No need to worry about being captured by 1...bxa6 in a double whammy.

2. Nb5#

### Double Whammy 39

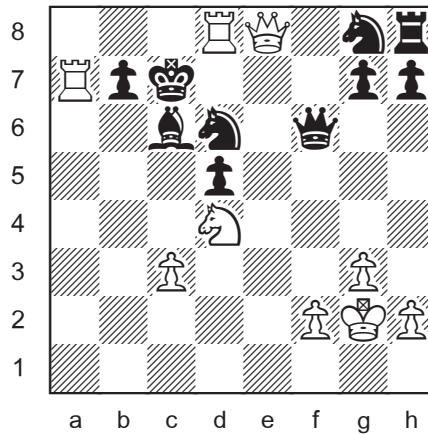


1. Rxd6

Clearing d8 and removing the guard of d8.

2. Qd8#

### Double Whammy 40

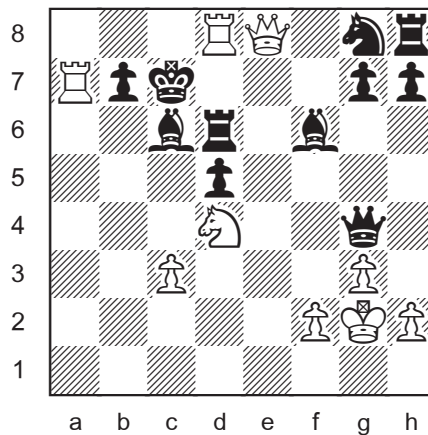


1. Rda8

Escaping the clutches of the black king and keeping control of the 8th rank.

2. Qxc6#

### Double Whammy 41

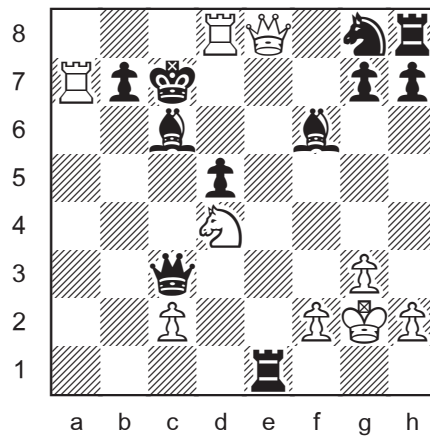


1. Rxd6

2. Rxc6#

Once again, White exploits the pin of the black b-pawn.

## Double Whammy 42

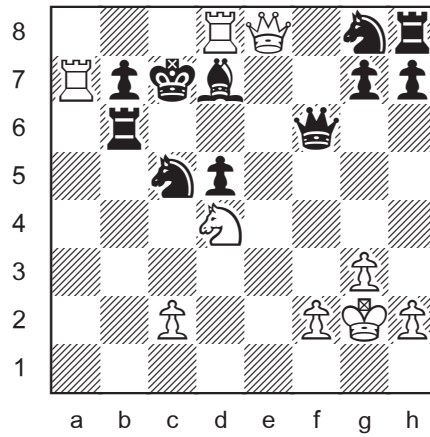


1. Qe3

The queen eyes b6 and obstructs the rook on e1.

2. Ne6#

## Double Whammy 43

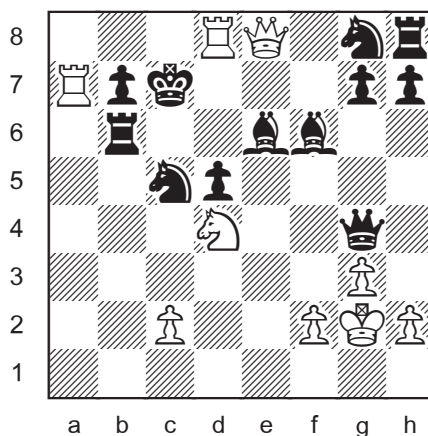


1. Rda8

Clearing a path for the white queen.

2. Qb8#

### Double Whammy 44

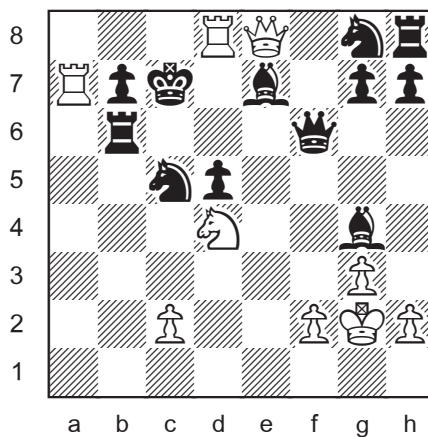


1. Qxe6

Removing the guard of c8 and taking charge over d6.

2. Rc8#

### Double Whammy 45

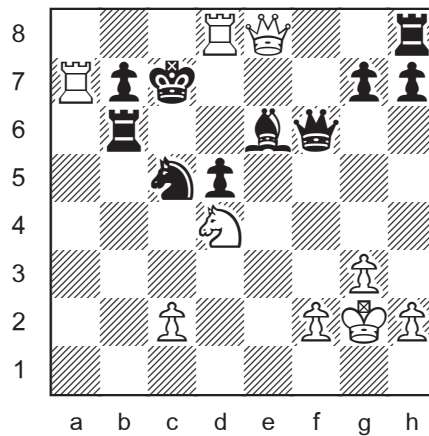


1. Nf5

Obstructing the black bishop's defence of c8.

2. Rc8#

## Double Whammy 46



1. Qxe6
2. Qc8#

The missing black knight on g8 prevents a repeat of 1.Qxe6 2.Rc8#.

So, did you score 10 of 10? Or did you strike out?

The world is full of unusual sports. Most readers of this column probably know about *chessboxing*. But have you ever heard of *feather bowling*? It originated in Belgium and has now taken root in Detroit. Michiganders from Flanders.

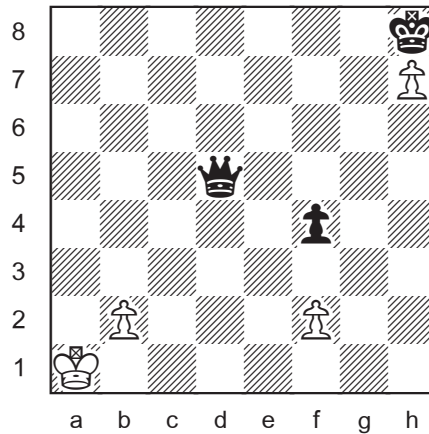


I used to play a game called *rookball* with some of my students. I won't explain the rules here, but it requires chess pieces, rubber balls, and a hallway!? Helmets are optional.

## Multi-wham 15 series-mate in 13

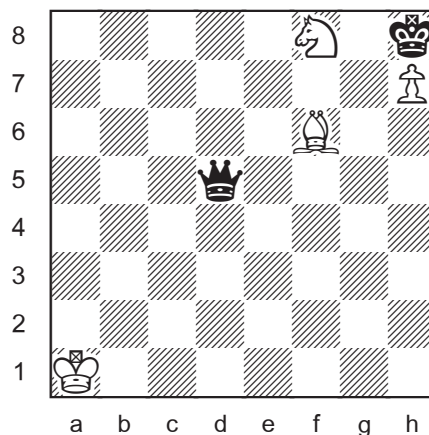
Theodor Steudel 1997

*Problemkiste*



This problem features a *double Excelsior*. Two pawns each make five straight moves from their starting square to the last rank.

1. b4
2. b5
3. b6
4. b7
5. b8=B The first *Excelsior*, underpromoting to bishop.
6. Bxf4
7. Bg5
8. f4
9. f5
10. f6
11. f7
12. f8=N The second *Excelsior*, underpromoting to knight.
13. Bf6#

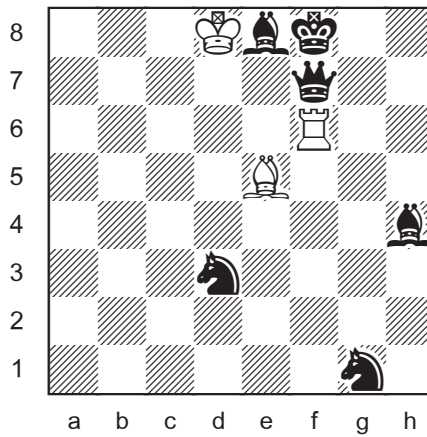


For multi-whams 1-14, see columns 2, 7, 13, 20, 28, 35, 37, 44, 50, 61.

# Multi-wham 16 series-mate in 20

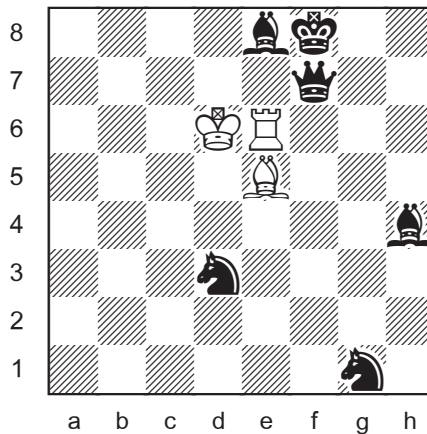
J. Coakley 2014

ChessCafe.com



An *aristocratic* position (no pawns) which can be solved with the board facing any direction. Thanks to Adrian Storisteanu for his help selecting the final setting.

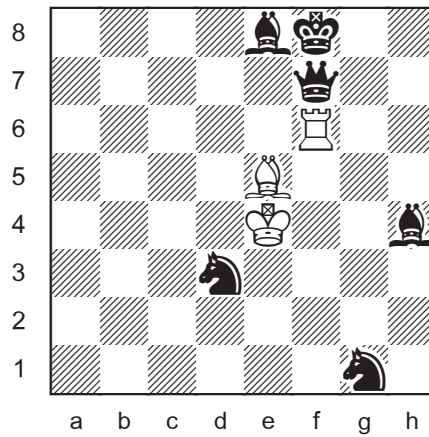
1. Kc8      The king steps aside to unpin the rook. Capturing the pinner by 1.Bg3 2.Bxh4 takes one move too long.
2. Re6
3. Re7      The first of five bridges to be built by the rook. This one allows the king to cross the 7th rank. Do you see where he's headed?
4. Kc7
5. Kd6
6. Re6      Bridge two: crossing d5.



7. Kd5
8. Ke4

9. Rf6

Bridge three: crossing the f-file.

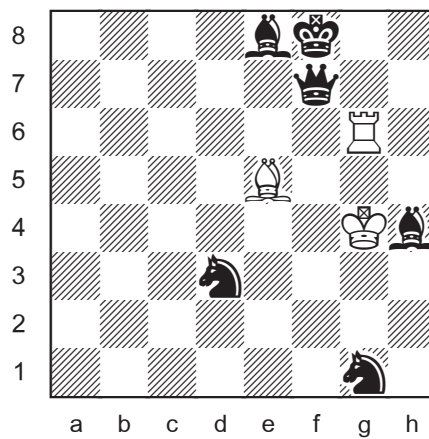


10. Kf5

11. Kg4

12. Rg6

Bridge four: crossing h5.

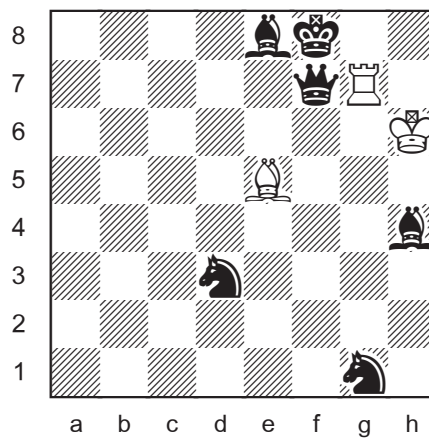


13. Kh5

14. Kh6

15. Rg7

Bridge five: recrossing the 7th rank





16. Kh7

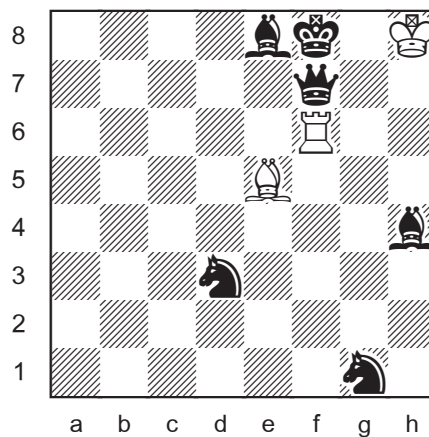
17. Kh8

Now that the king has reached the corner, the rook returns to f6, pinning the black queen.

18. Rg6

19. Rf6

The proud rook completes its symmetrical *double circuit*.



The same position where we started, except the white king is on h8 instead of d8.

20. Bd6#

Until next time!

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