



# THE PUZZLING SIDE OF CHESS

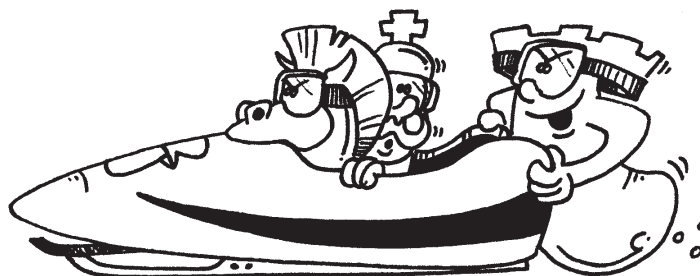
Jeff Coakley

## SMORGASBORD VI: Winter Games

number 79

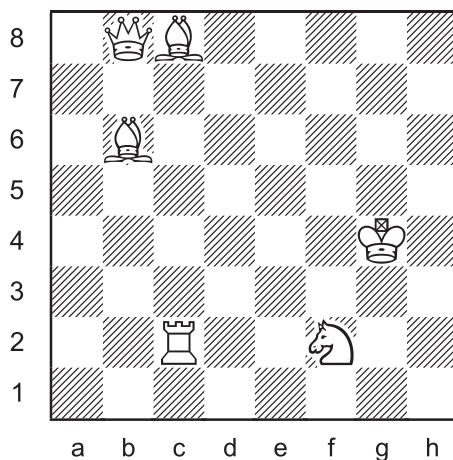
January 5, 2015

Another year behind us. The future just around the bend. Like a downhill racer, time keeps speeding by. And along the way, a few idle moments at the Chess Cafe.



This smorgasbord features our usual fare: a varied selection of puzzles for your amusement and solving pleasure. Plus some random facts about my favourite “winter game”.

### Triple Loyd 41



Place the black king on the board so that:

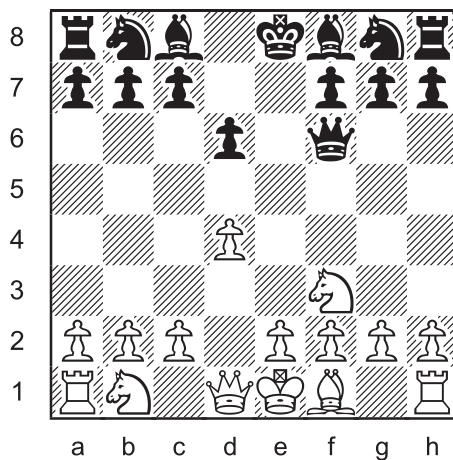
- Black is in checkmate.
- Black is in stalemate.
- White has a mate in 1.

*Bobsleds* originated in Switzerland during the 1860s. They were constructed by connecting two sleds and adding a steering mechanism.



Swiss Alps 1910

**Proof Game 41** (4.0 moves)

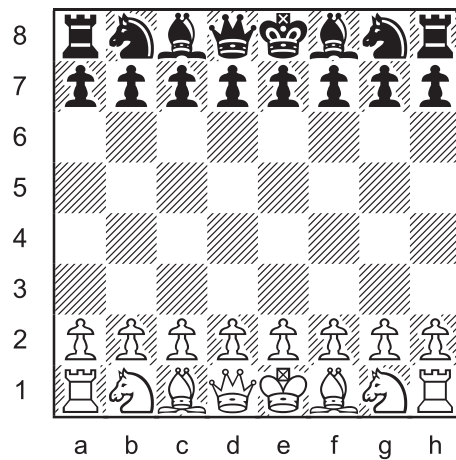


This position was reached after Black's fourth turn. What were the moves?

Sorry to disappoint any readers named Robert, but the bobsled was not invented by someone called Bob. The word is derived from the verb 'bob', meaning *to move the head or body up and down*. In the early days of bobsledding, the riders would bob around to get the sled moving and gain speed.

The next puzzle, a synthetic game by Charles D. Locock, should provide quite a challenge.

### Synthetic Game 11



Compose a game that ends with the move 5.Rxe5#.

Bobsledding has been an event at the *Olympic Winter Games* since their inception in 1924. Germany and Switzerland are always among the strongest teams, placing first more than half the time.



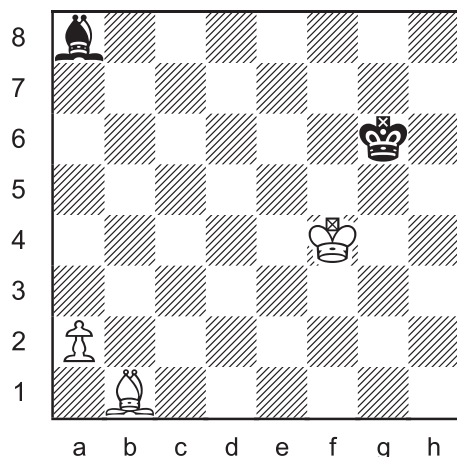
*Sochi Gold*

In a *last move problem*, the task is to determine the move or moves which led to the given position.

When answering the question “What was the last move?”, the solver must be as precise as possible. A complete description of a move includes the square a piece moved from, whether a capture was made, and if so, what type of piece was taken.

Here's a classic by Croatian composer Branko Pavlovic (1906-1980).

### Retro 24



What were the last two moves?

In *last move* problems, moves are counted separately for White and Black. “Last two moves” means one turn by each side (W-B or B-W).

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Modern “bobsleighs” weigh around 400 pounds (200 kg) and travel up to 100 miles per hour (160 km/h). The initial momentum, a critical factor in the outcome of a race, is attained by the crew pushing the sled before acrobatically leaping inside. Ever try jumping into a moving vehicle?

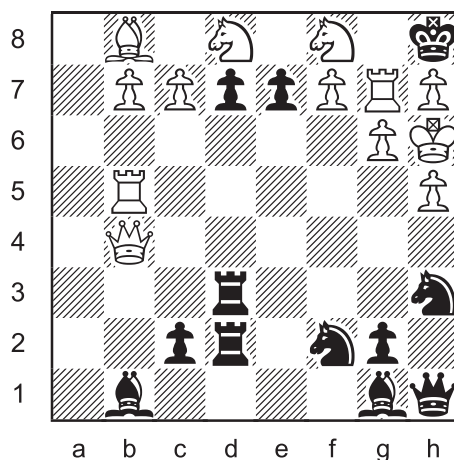


*Cool Runnings*

Our final puzzle is sure to raise a smile. It has sixteen parts, each with *mate in one*. When you find a mate, take the mating piece off the board and find another!

The problem comes from the *quick composition tourney* held at Turku, Finland in 1995. I don't know if the team of composers won a prize, but they certainly get my vote.

### Multiplex Mates



White to mate in 1

*After finding the solution, remove the white piece that gave mate. Then find another mate in one for White. Repeat this **ten times**, removing the mating piece after each mate. The tenth mate will be by the queen.*

*At that point, remove the white queen and find a mate in one for Black. Then, like before, remove the mating piece and find another mate in one for Black. Repeat this **six times**. The final mate will be by the black queen.*

I suppose this problem is a record of some sort. Can anyone top it?

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Chess and bobsledding have something in common. The names of their governing bodies both have French abbreviations. The *World Chess Federation* is FIDE (Fédération Internationale des Échecs) and the *International Bobsleigh & Skeleton Federation* is FIBT (Fédération Internationale de Bobsleigh et de Tobogganing). Both organizations have headquarters in Lausanne, Switzerland.

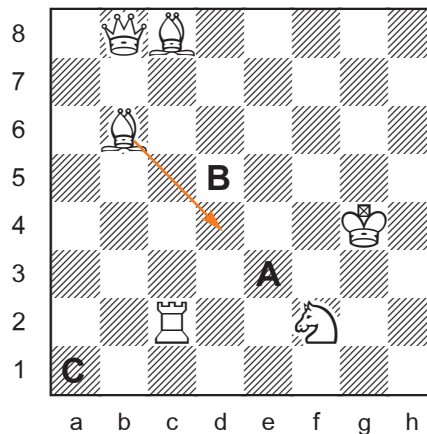
So long, Bob!

# SOLUTIONS

Triple loyd 41 and proof game 41 by J. Coakley, *ChessCafe.com* (2015).

*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.

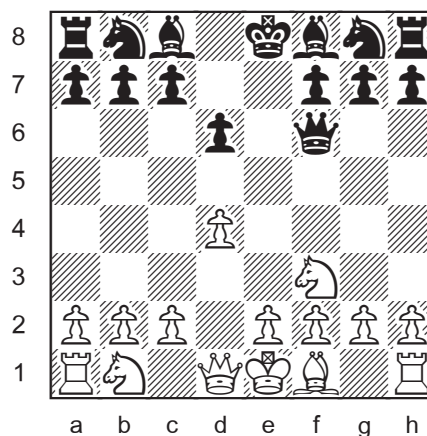
## Triple Loyd 41



- A. Ke3#
- B. Kd5=
- C. Ka1 (Bd4#)

For more triple loyds, see *Men in Black 3* (column 56) in the archives.

## Proof Game 41



1.d4 d6 2.Bg5 Qd7 3.Bxe7 Qxe7 4.Nf3 Qf6

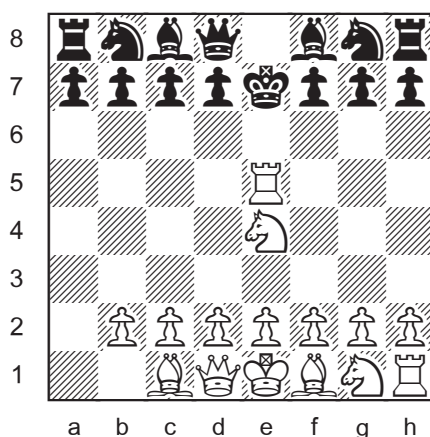
Two tempo moves by the black queen. Double deception.

For more proof games, see *Switchback City* (column 77).

## Synthetic Game 11

Charles D. Locock 1920

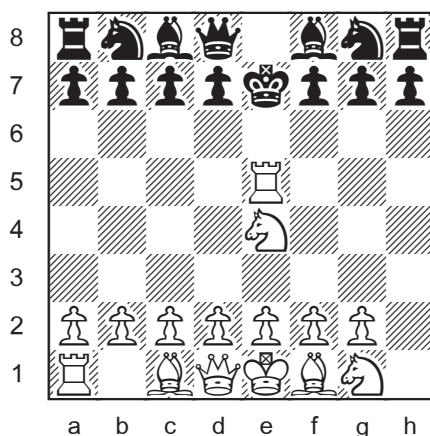
*Winning Chess Puzzles For Kids Volume 2 (2010)*



1.Nc3 e5 2.a3 Bxa3 3.Ne4 Bf8 4.Ra5 Ke7 **5.Rxe5#**

Realizing the need for a knight on e4 is the hardest part of this puzzle. The switchback of the black bishop adds to the difficulty.

The game is not unique. The first two white moves may be interchanged. It is also possible to mate in a similar way with the king rook.



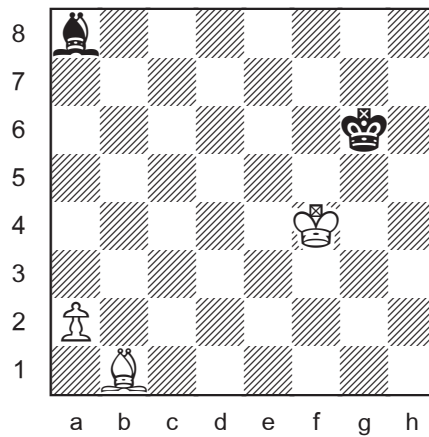
1.Nc3 e5 2.h4 Qxh4 3.Ne4 Qd8 4.Rh5 Ke7 **5.Rxe5#**

This time, a switchback by the black queen.

More information on synthetic games can be found in *Mysterious Captures* (column 14).

## Retro 24

Branko Pavlovic 1950  
*Sahovski Vjesnik*



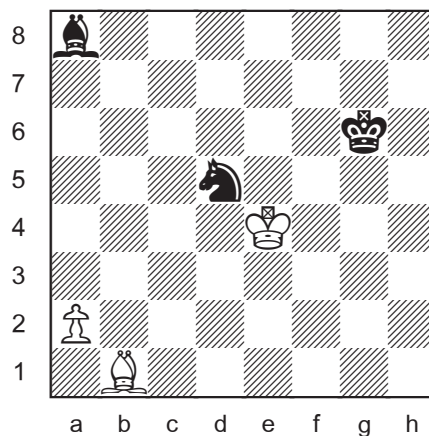
The last two moves were 1...Nd5-f4+ 2.Ke4xf4+.

The black king is in check from the bishop on b1. The only way this could occur is with a discovered check by the white king, moving from e4 and capturing a black knight on f4.

The piece taken on f4 must be a knight, otherwise the white king on e4 would be in an impossible check from the bishop at a8.

Black's previous turn was a discovered check by the knight, moving from d5 to f4. That move may or may not have been a capture.

The earlier position looked like this.



1...Nd5-f4+ 2.Ke4xf5+

Simple, eh?

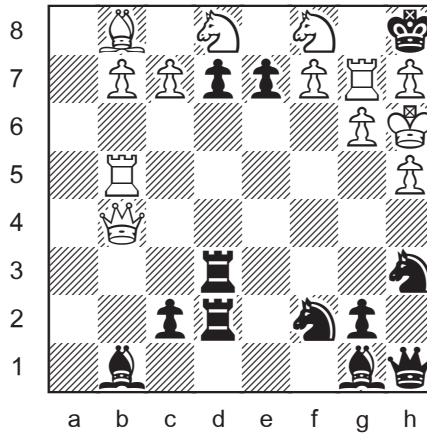
For more about retrograde analysis, see *Retro World III* (column 58).

## Multiplex Mates

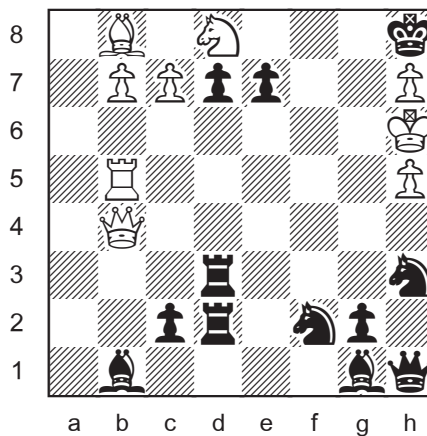
Graham Lee, Michael McDowell, Andrew Mestel, James Quah 1995

*Quick Composition Tourney*

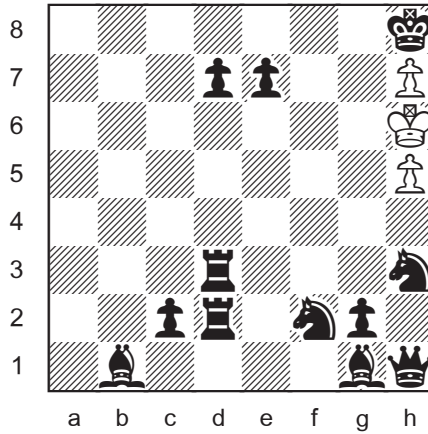
*Turku, Finland*



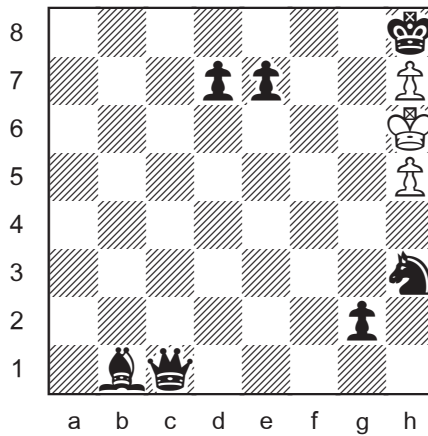
1. Rg8# Now remove the white rook from g8.
2. g7# And then remove the white pawn from g7.
3. Ng6# Et cetera.
4. f8=Q#



5. Nf7#
6. c8=Q#
7. Be5#
8. b8=Q#
9. Rb8#
10. Qb8# Remove the white queen. Now it's Black's turn!



- 11...Rd6#
- 12...Rd6#
- 13...c1=Q#
- 14...Ng4#
- 15...Be3#
- 16...Qc1#



That's the finish of the Finnish problem. But if you're not ready to stop yet, then remove the black queen for a **bonus puzzle**. See next page.

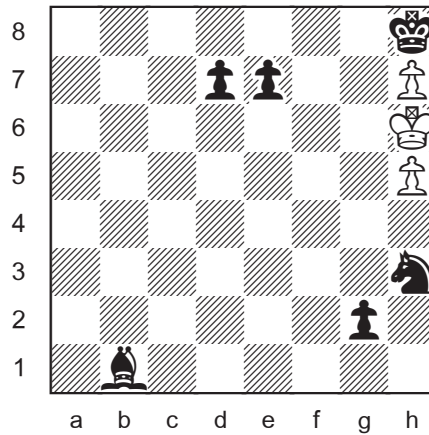


5b

### Helpmate in 2

J. Coakley 2015

*ChessCafe.com*



Black moves first and helps  
White checkmate the black king  
on White's second move.

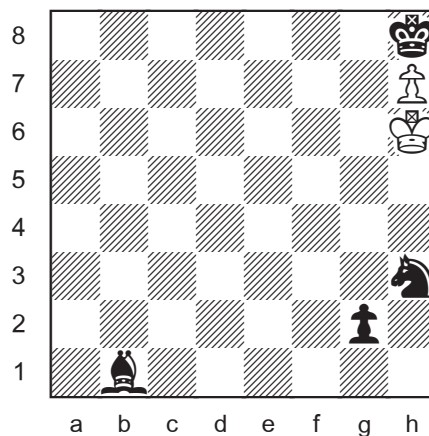
Shall we continue? Removing three pawns gives the following helpmate in three. The solutions for both bonus puzzles are given on the next page.

5c

### Helpmate in 3

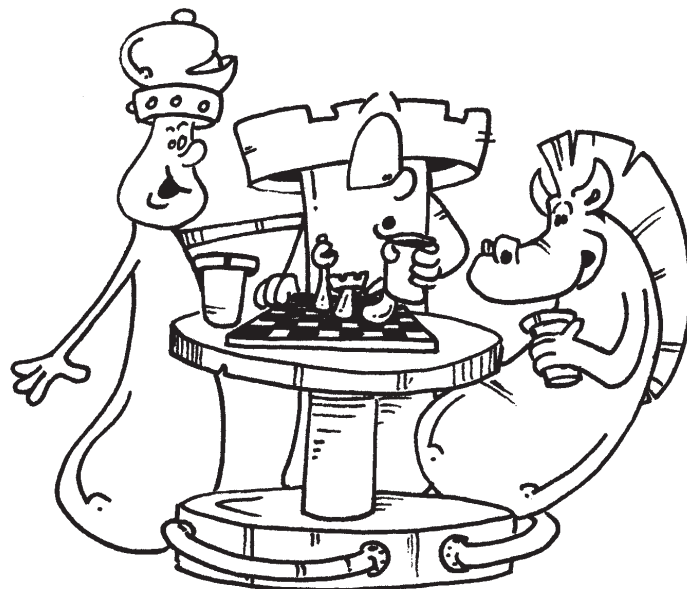
J. Coakley 2015

*ChessCafe.com*



Black moves first and helps White checkmate  
the black king on White's third move.

For more information on helpmates, see *Black to Play and Lose* (column 48).



*“So how do they get the bobsled back to the top of the hill?”*

In helpmate notation, the black moves are listed first.

### **Bonus puzzle 5b**

Black	White
1. Bg6	hxg6
2. d6	g7#

Black's second move can be anything except 2.Nf4+ or 2.g1=Q/R.

### **Bonus puzzle 5c**

Black	White
1. Bg6	Kxg6
2. g1=Q+	Kf7
3. Qg8+	hxg8=Q#

Until next time!

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