

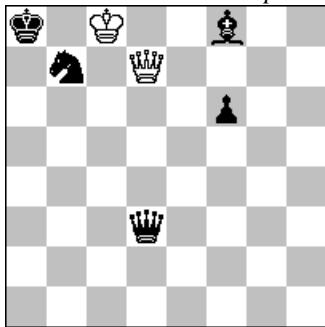
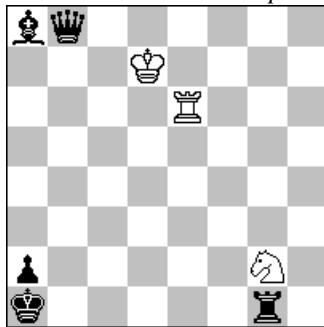
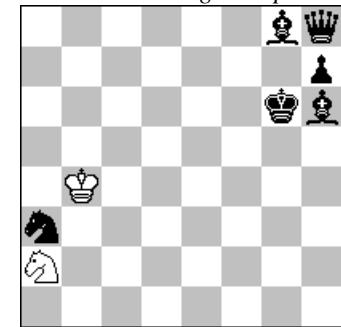
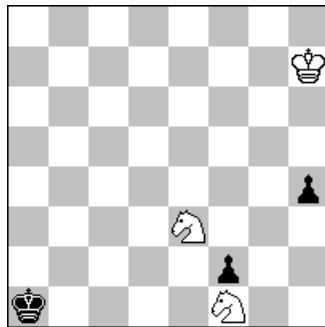
Co-authors:

ND = Nicolas Dupont

AT = Arno Tüngler

CP = Cornel Pucurar

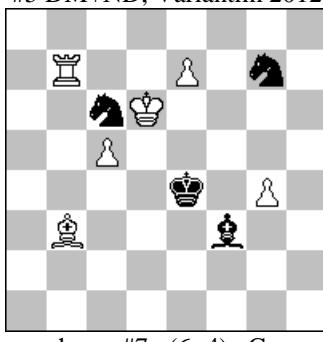
GF = Geoff Foster

#1 DM, [ChessProblems.ca](#) 2012
to the APS Workshop!aser-s#20 (2+5) C?
{ anti-parry-series s#20 }#2 DM, [ChessProblems.ca](#) 2012
dedicated to Nicolas Dupontaser-s#25 (3+5) C?
{ anti-parry-series s#25 }#3 DM, [ChessProblems.ca](#) 2012
dedicated to George P. Sphicasaser-#19 (2+6) C?
{ anti-parry-series #19 }#4 DM, Problemkiste 2012
dedicated to Gerd Wilts

phser-=8 (3+3) C+

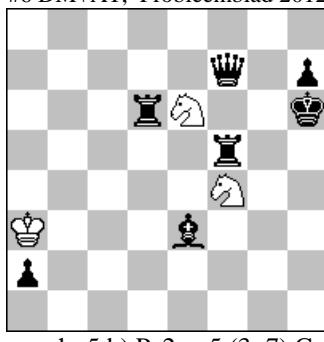
NOTE In #1, #2 and #3: White plays the series and may **auto-check**; Black **anti-parries** to **resist** White's plan; the finale is an orthodox s#1 or #1.

#5 DM+ND, Variantim 2012



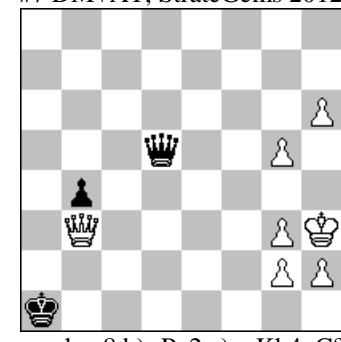
phser-s#7 (6+4) C+

#6 DM+AT, Probleemblad 2012

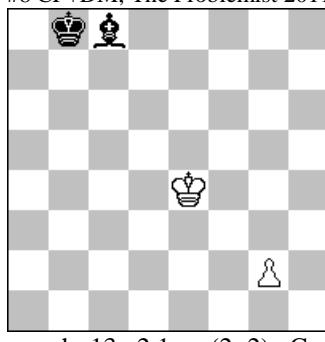
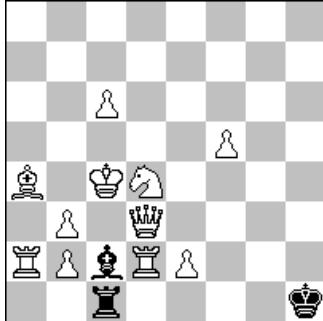


pser-h=5 b) Pa2→a5 (3+7) C+

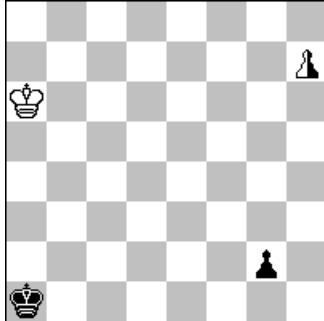
#7 DM+AT, StrateGems 2012

pser-hxz8 b) -Pg2 c) wKh4 C?
(7+3) {parry-series help-CapZug}

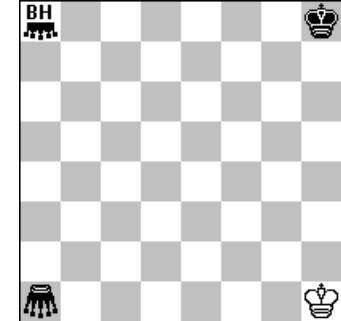
#8 CP+DM, The Problemist 2011

pser-h=13 2.1... (2+2) C+
Circe#9 DM, mpk-Blätter 2011 (v)
dedicated to Arno Tünglerpser-h!=11 (11+3) C?
{ correction! see [P1227999](#) }

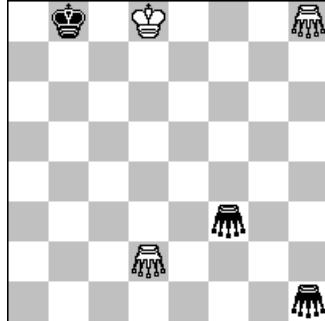
#10 DM+GF, StrateGems 2012

pser-h#5 b) rotate-180 (1+2+1) C+
nPh7 ChameleonPromotionsOK

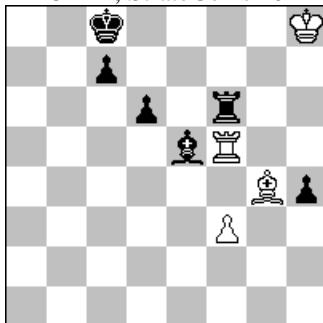
#11 DM, Ural Problemist 2012

pser-h=18 (1+3) C+
BishopHopper a8; Grasshopper a1

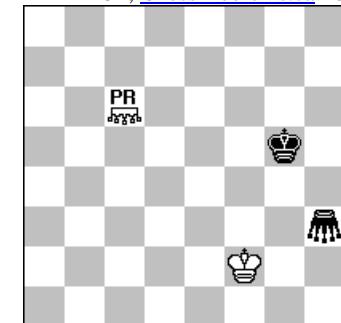
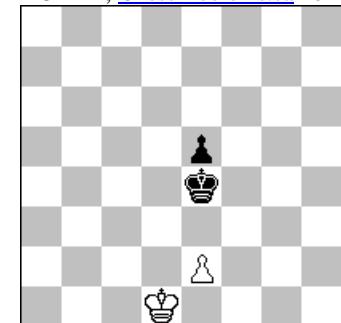
#12 DM+GF, Ural Problemist 2012

h#6½* (3+3) C+ (set/play)
Grasshoppers

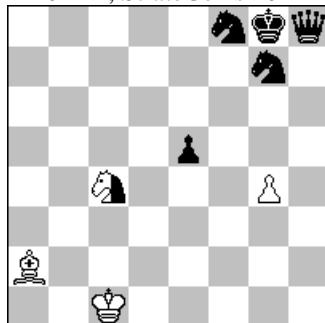
#13 DM, StrateGems 2012



hs#5 (4+6) C+

#14 DM+CP, [ChessProblems.ca](#) 2011pser-hs#7 b) PR→c5 (2+2) C+
Princess c6; Andernach-Grasshopper h3#15 DM, [ChessProblems.ca](#) 2011pser-h=11 b) wKf2 (2+2) C+
Take&Make PlatzwechselCirce

#16 DM, StrateGems 2012



pser-h#7 ^ (3+5+1) C+ nSc4

#1: { * = auto-check; ** = double-auto-check }

1.Qh7! 2.Kd8** Sd6 3.Kd7 4.Ke6 5.Ke5#! (the point of this intermezzo is made clear on white's eighth) f5 6.Kf6 7.Kg7* Be7 8.Kg6 (shortcut to f5!) 9.Kxf5** Se4 10.Kg5** Sf6 11.Kh6 12.Kg7 13.Kf8* Bd8 14.Kf7 15.Ke6 16.Kd7** Sd5 17.Kc6 18.Kb6** Sc7 19.Ka6** Sb5 20.Qa7+ Sxa7# Great key (1.Qc7/Qe7/Qf7/Qg7? interfere with the intent), and intriguing King route. The Bishop and Knight (and Pawn) must be carefully coerced. The 'idle' black Queen serves six functions: powers four double-auto-checks, observes g6 (motivating 5.Ke5#! f5), and delivers the discovered mate.

#2: { * = auto-check; ** = double-auto-check }

1.Rg6! ... 5.Kh3 6.Sf4 7.Kh2 8.Kh1** Rg2 9.Sd3 10.Kh2** Rg3 11.Kg2** Rf3 ... 18.Kd6** Rc7 19.Kc6**! Rb7 ... 24.Kh1 25.Rg1+ Rb1# (model) The black Rook must be anti-parried all the way to b7 so that ...Qb8-b1 is blocked. Mysterious-looking key-move, and timely wS line interactions. The King rides the "escalator" down, then back up, then back down again. Beautiful cross-check pin-model finale utilizing every ounce of force.

#3: { * = auto-check; ** = double-auto-check }

1.Ka4! 2.Sb4 3.Sc6 4.Sd8 5.Kb3* Sc4 6.Kc2 7.Kd2** Se3 8.Kd3 (Kc3*? Kf6!) 9.Kc4** Sd5 10.Kd3 11.Ke3** Sf4 12.Ke4 (Kd4*? Kf6!) 13.Kd5** Se6 14.Ke4 (Ke5*? Sg7!) 15.Kf4** Sg5 16.Ke5#! (only now to the h8-a1 line, forcing...) Kg7 17.Ke6** Sf7 18.Kf5 19.Se6# (ideal) Like a "tractor beam", the King leverages the fixed diagonal-guards to draw the hapless Knight to the Mother Ship. The unexpected key clears the wS path to d8 from where it eyes e6 and f7. Many legitimate tries and pitfalls -- a complex realization with no captures and only eight units.

See Cornel's [series-mover tourney page](#) for more detailed analyses of #1 (**T98**), #2 (**T80v**) and #3 (**T79v**).

#4: 1.Sc2+ Kb1 2.Sd2+ Kc1 3.Sb3+ Kd1 4.Se3+ Ke1 5.Sc2+ Kf1 6.Sd2+ Kg2 7.Se3+ Kh3 8.Sdf1= (model) Five switchbacks in just eight moves.

#5: Solution redacted due to pending solving tourney.

#6: a) 1.Bc4+! (1.Rd3+?) Sxc4 2.Rd3+ Scxd3 3.Qe7+ Kxa2 4.Qe6+ S(f)xe6 5.Rf4 Sdxf4= (model)
 b) 1.Rd3+! (1.Bc4+?) Sxd3 2.Bc4+ Sdxc4 3.Rf3+ Ka4 4.Rf4+ S(e)xf4 5.Qe6 Scxe6= (model) Counter-clockwise and clockwise wS interchanges.
 #7: "Venus flytrap" { CapZug = capture-zugzwang: the side on-move is not in-check, has one or more legal captures, and no non-captures }
 a) 1.Qd7+ Qe6 ... 4.b1B 5.Bf5+ Kh4 6.Bh3 7.Qa4+ g4 8.Qb3 Qxb3 xz b) 1.Qf4+ Kg2 2.Qc2+ Qxc2 ... 5.b1R 6.Rb4 7.Rh4 8.Rh5 h4 xz
 c) 1.Qc4+ Kh5! (into the target square) 2.Qf7+ g6 3.Qf3+ g4 4.Qh3+ Kg5 5.Qh4+ Kf5 6.Qh5+ g5 7.Qh3+ g4 8.Qh5 h4 xz
 Twins cleverly determine which "fly" gets stuck in white's Pawn phalanx. Y-flight keys and eleven different squares visited by the black Queen.

#8: { % = black Bishop rebirth on c8 }
 1) 1.Bg4 2.Bf3+ gxf3% 3.Bf5+ Kd5 4.Be4+ fxe4% 5.Be6+ Kc6 6.Bd5+ exd5% 7.Bb7+ Kb5 8.Bc6+ dxc6% 9.Bb7! 10.Kc8! 11.Ba6+ Kxa6 12.Kb8 13.Ka8 c7= (ideal)
 2) 1.Bf5+ Kf3! 2.Bg6 3.Bh5+ g4 4.Bg6 5.Be4+ Kxe4% 6.Bf5+ gxf5% 7.Be6 8.Bd5+ Kxd5% 9.Be6+ fxe6% 10.Bd7 11.Bc6+ Kxc6% 12.Bd7+ exd7% 13.Ka7 dxc8Q= Ten rebirths in a twinless Wenigsteiner long-mover. Distinct Pawn paths. Some interesting moments end the first solution and begin the second.

#9: "Vortex" { This was awarded a **Commendation**. }
 1.Bb1+! Qc2 2.Rxc2+ Kd3 3.Rxb2+ Rc2 4.Bxc2+ Kd2 5.Bxb3+ Sc2 6.Rxc2+ Kd1 7.Rxc6+ Rc2 8.Bxc2+ Kc1 9.Bxf5+ Bc2 10.Rxc2+ Kb1
 11.Rxe2+ Ka1 != (auto-stalemate) Total of six R+B batteries fire, cyclonically, from c2. A surprising non-capture key given the heavy material.

#10: Solution redacted due to pending solving tourney.

Note: Popeye solves this without conditions using black chameleon Pg2, but WinChloe does not. Thus we chose bPg2 and a non-standard condition.

#11:
 3.Ke5 4.Gf6 5.Kf4 6.Gf3 7.BHg2+ Kh2 8.Gf5 9.Kf3 10.Gf2+ Kh3 11.Gf4 12.Kf2 13.Gf1+ Kh4! 14.Kf3 15.BHe4 16.Kg2 17.BHh1 18.Kg1 Kg3= From a four-corner setup we get a logical 18-move thread with ideal-stalemate. The black King provides eight hurdles. All units actively participate.

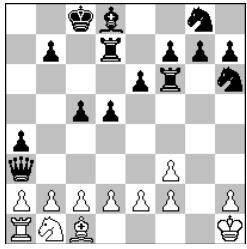
#12:
 set: 1.Kb7! Gc8 2.Ga8 Ga6 3.Gc6 Gd6 4.Kb8 Gd7 5.Gb7 Ga7 6.Ga8 Gc7# (ideal)
 play: 1...Ke7! 2.Ge4 Kf6 3.Gd5 Ge5 4.Ge6! (tempo) Gd6 5.Gc6 Ke7 6.Gb7 Kd8 7.Ga8 Gc7# (ideal)
 Switchbacks by both Kings. Reversed roles for both G pairs in otherwise 'identical' finales. Black's need to lose a tempo motivates the 'play' line.

#13: 1.Bh5 Bf4 2.Be8 Bh6 3.Rg5 Rf5 4.Rg8 Rh5 5.Bc6+ Bf8# (model) White and Black disarm and re-arm batteries with perfect choreography.

#14:
 a) 1.Kh5! 2.AGh6 3.AGb6[bPRc6] 4.PRd4+ Kg2 5.PRe3+ Kh3 6.AGf2[wPRe3] PRf4+ 7.AGf5[bPRf4]#
 b) 1.Kh4! 2.AGh5 3.AGb5[bPRc5]+ Kf1! 4.PRd3+ Kg1 5.PRe2+ Kh2 6.AGf1[wPRe2] PRf3+ 7.AGf4[bPRf3]#
 A whimsical Wenigsteiner with chameleon-echo strategy and mates. In part b), 3...Kf1! (away from the black King) provides a pleasant divergence.

#15:
 a) 1.Ke3 2.Kf2 3.Kxe2-e4[wPf2] 4.Kf3! ... 7.e2+ Kd2 8.e1Q+ Kd3 9.Qe3+ fxe3-e8Q[bQf2] 10.Qf1+ Qe2+ 11.Kxe2-e1[wQf3]+ Qxf1-f3=
 b) 1.Kd4 ... 3.Kd2 4.Kxe2-e4[wPd2] 5.Kf4! ... 7.e3+ Kxe3-e2[bPf2] 8.f1Q+ Kxf1-g1[bQe2] 9.Qe3+ dxe3-e8Q[bQd2] 10.Qd4+ Qe3+ 11.Kxe3-h3[wQf4]+ Qxd4-f4= This Kings-and-Pawns Wenigsteiner is chockfull of effects: 4+4 check/parry and 3+5 make/rebirth pairs. Matched logic without the air of symmetry.

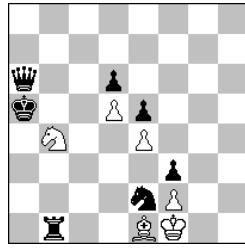
#16: Solution redacted due to pending solving tourney.



#17 DM, StrateGems 2012
"for Team Prentos"

Solution redacted due to pending solving tourney.

PG 20 (12+15) C+ [Euclide]



#18 DM, StrateGems 2012

Solution redacted due to pending solving tourney.

h#4½ (6+7) C+

#17 is presented here to mark the occasion of Kostas coming to The States to join his lovely bride, Diane! It's all about the journey. :-)

Please [email me](#) with any questions or comments. --DM