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Exchange between Q and K in proof games (II)

P. Răican

Nicolas Dupont draws attention to a PG by himself recently appeared in Die Schwalbe.

G) 1.e3 f5 2.Bc4 f4 3.Be6 f3 4.Qxf3 d6 5.Se2 Qd7 6.o-o Kd8 7.Qxf8 Qe8 8.Qf3 b6 9.Qb7 c5 10.f4 c4 11.f5 c3 12.f6 cxb2 13.c4 Qd7 14.c5 Ke8 15.c6 Qd8 16.c7 Bd7 17.c8=R h6 18.Rc2 Bc8 19.Sc3 b1=R 20.Ba3 Rb2 21.Rfb1 Qd7 22.f7+ Kd8 23.f8=R+ Qe8 24.R8f1 Qd7 25.Bb4 Ke8 26.Ba5 Qd8.

The black King/Queen couple interchanges four times onto initial squares, leading to the very first rendition of a double Lois theme. The strategy is to limit the moving possibilities of the thematic couple, so that only interchanges are possible to parry: first a check on f8, second a check on c8, and third another check on f8 – the last interchange being just motivated by the diagram position (author).

The last two PGs are taken from the recent WCCT10. The theme was: in an orthodox proof game several pieces exchange their places.

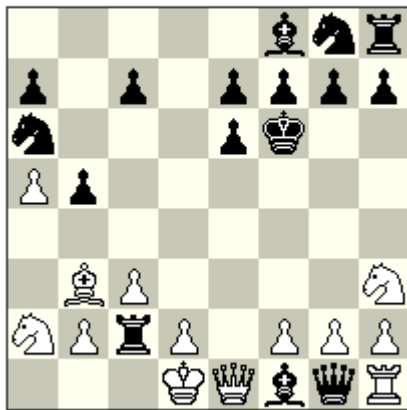
G)
Nicolas Dupont
Die Schwalbe 2017



PG 26

15+14

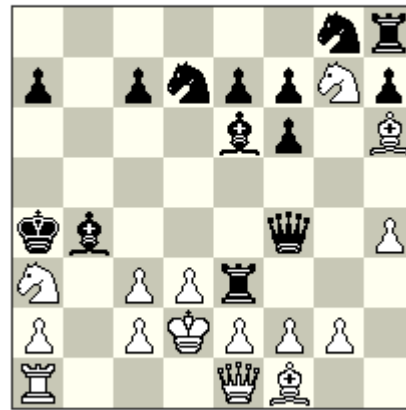
H)
Mark Kirtley
6th Place, WCCT 10



PG 20

13+16

I)
Dirk Borst
3-5Place, WCCT 10



PG 23.5

15+14

H) 1.e4 b6 2.e5 Ba6 3.e6 dxe6 4.Bc4 Qd3 5.Qe2 Kd7 6.Kd1 Kd6 7.Qe1 Qf1 8.Sh3 Qg1 9.Bb3 Bf1 10.Qe2 Sa6 11.Ke1 Rd8 12.Qd1 Ke5 13.a4 Rd4 14.a5 Ra4 15.Sc3 Rxa1 16.Sa2 Rxc1 17.c3 Rc2 18.Qe2+ Kf6 19.Kd1 b5 20.Qe1.

Three times exchange of places.

I) 1.Sf3 b5 2.Se5 b4 3.Sxd7 b3 4.Sc5 Qd4 5.Se6 Kd7 6.h4 Kc6 7.Rh3 Kb5 8.Rf3 Ka4 9.Rf6 gxf6 10.d3 Bh6 11.Sg7 Be6 12.Qd2 Sd7 13.Kd1 Rb8 14.Qe1 Bd2 15.Sa3 Bb4 16.Bh6 Qc3 17.bxc3 b2 18.Kd2 b1=Q 19.Qd1 Qc1+ 20.Ke1 Qf4 21.Qd2 Rb5 22.Kd1 Re5 23.Qe1 Re3 24.Kd2.

Here, a Phoenix Q is added.

A historical condition: Checking zigzag

P. Răican

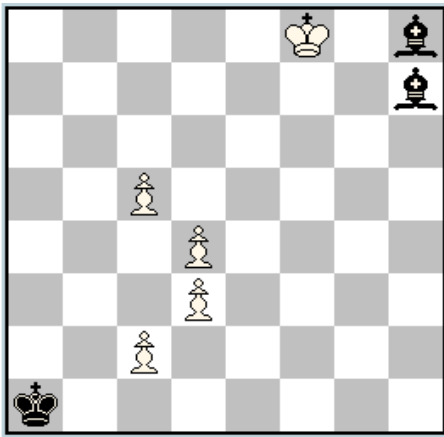
At the beginning of XX century, the phenomenal T. R. Dawson had a magnificent idea: Black moves only to check. This restriction for Black, as well as the one that required the maximum length for the black moves, gives the opportunity for unexpected maneuvers, especially in the field of the selfmates. Perhaps the practice must have led to the idea that, in a chess problem, White should have some restrictions too, so a complete definition has been given:

Black moves only to check if able or does not move at all, at his choice if it has more than one check. White may neither capture (unless he has no other legal move), nor check (always).

He baptized the new genre *Checking zigzag* (*Schachzickzack* in German). The prototype seems to be the following problem by Dawson himself:

CZ1) T. R. Dawson

The Australasian, Sept 05, 1914



(5+3)

s#11

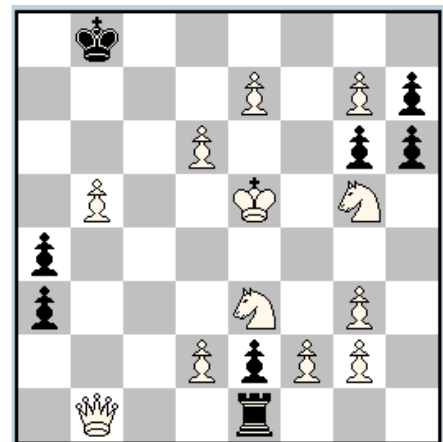
Checking zigzag

CZ1) 1.c4! Bg7+ 2.Ke8 Bg6+ 3.Kd8 Bf6+ 4.Kc8 Bf5+ 5.Kb8 Be5+ 6.Ka7 Bb8+ 7.Ka6 Bc8+ 8.Ka5 Bc7+ 9.Ka4 Bd7+ 10.Kb3 Ba4+ 11.Kc3 Ba5#

Checked by WinChloe. Must say that this program created and developed by Christian POISSON, help me a lot in verifying the soundness of all problems and provided me with the detailed definitions of the genre in question and its sub-genres. By coincidence, this problem is also solved with *Echecs noirs obligatoires*.

CZ2) T. R. Dawson

British Chess Federation Turnier 1936



(12+8)

reflex#3

Checking zigzag

CZ2) is a reflexmate in 3 and Dawson offers an AUW:

1.Sf1!

1...e×f1=R+ 2.Se4 R×e4+ 3.Kf6 R×f2#

1...e×f1=Q+ 2.Qe4 R×e4+ 3.Kd5 Qc4# (2.Se4? Q×b5+ 3.?)

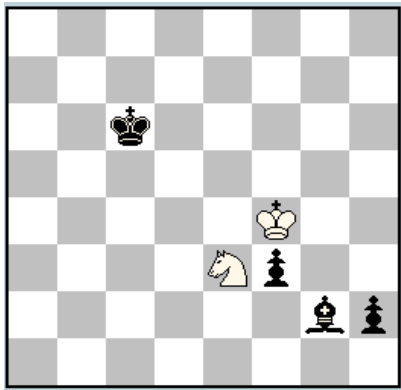
2...Q×b5+ 3.Ke6 Qf5#

1...e×f1=B+ 2.Kd4 Re4+ 3.Kc3 Rc4#

1...e×f1=S+ 2.Kf4 h×g5+ 3.Kf3 Sh2#

2...Re4+ 3.Kf3 S×d2#

CZ3) W. Pauly & V. Onițiu
(v) The Fairy Chess Review, 1939



(2+4) s#9
Checking zigzag
b) – bPh2, s#11

The emblematic Romanian composer, Wolfgang Pauly (b.1876 - d.1934), has also composed a selfmate with Schachzickzack rules.

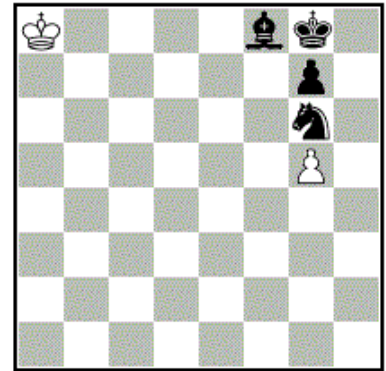
V. Onițiu found a twin and published the version 5 years after the death of Pauly. However, Onițiu thought Pauly, even deceased, had to be co-author. Using WinChloe, I demolished the version Pauly/Onițiu. Fortunately, with little changes, the problem has finally this sound form **CZ3**:

a) 1.Sc4! 2.Ke4 f2+ 3.Ke3 f1=S+ 4.Kd4 5.Kç3 6.Kb3 Sd2+ 7.Kç2 Be4+ 8.Kb2 S×ç4+ 9.Kç1 h1=Q,R#

b) 1.Sc2! 2.Ke3 3.Kd3 Bf1+ 4.Kd2 5.Ke1 f2+ 6.Kd2 7.Kc3 8.Kb4 9.Ka4 Bb5+ 10.Ka5 11.Se1 f×e1=Q,B#

Checkmates with promoted Pawns.

CZ4) Bernhard Hegermann
The Fairy Chess Review, 1946



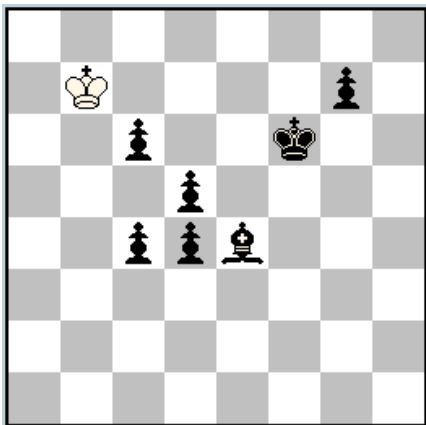
(2+4) s#22
Checking zigzag

The genre returned in chess magazines shortly after the second WW. In **CZ4** an interesting exchange of places is realized:

1.Kb7 2.Ka6 3.Kb5 4.Ka4 5.Kb3 6.Kb2 Ba3+ 7.Ka1 Bb2+ 8.Ka2 9.Kb3 10.Ka4 11.Kb5 12.Ka6 13.Kb7 14.Kc7 Be5+ 15.Kd7 Sf8+ 16.Kc6 17.Kd5 18.Ke4 19.Kf3 20.Kg4 21.Kh5 g6+ 22.Kh6 Bg7#

In that period without personal computers, many problems with Checking zigzag rules had alternative or shorter solutions. It is a miracle that some of them have resisted and today they are declared C+. The one next is one of them.

CZ5) T. R. Dawson
The Problemist FCS, Feb 1933

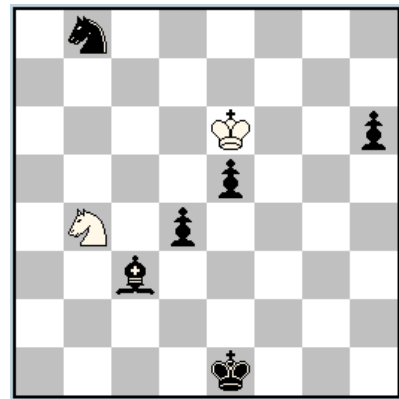


(1+7) s#16
Checking zigzag

Herlin theme is well demonstrated with Schachzickzack rules:
CZ5) 1.Kc8! Bf5+ 2.Kb7 Bc8+ 3.Ka8 Bb7+ 4.Ka7 5.Kb6 6.Ka5 7.Ka4 8.Ka3 9.Ka2 10.Kb1 11.Kc1 12.Kd1 13.Ke2 d3+ 14.Ke3 d4+ 15.Kf4 g5+ 16.Ke4 c5#

This theme appears first time in 1845:
white Kd6 Bd4 Sc8 Pa3c4 black Ka6 Pa4, #4, Th. Herlin, La Palamède 1845. 1.Kc7 Ka5 2.Bf6! Ka6 3.Bd8! Ka5 4.Kb7#
Peri critical maneuver of wB.

CZ6) Hans Selb
 3HM, Die Schwalbe 2002
 version by P. Răican

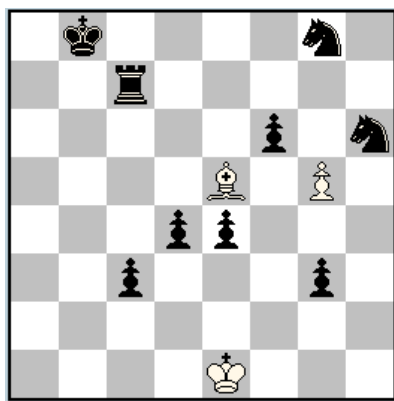


(2+6) s#17
 Checking zigzag

Recently, the same theme is shown in another work:
CZ6) 1.Kf5 2.Kg4 h5+ 3.Kg5 Bd2+ 4.Kg6 5.Kg7 Bh6+ 6.Kh8 Bg7+ 7.Kg8 8.Kf7 9.Ke6 10.Kd5 11.Kc4 12.Kb5 13.Ka5 Sc6+ 14.Ka4 15.Kb3 Sa5+ 16.Kc2 d3+ 17. Kc3 e4#

The first version was a cooked s#22. Fixed by shortening the author's solution by five moves. Verified with WinChloe.

CZ7) Hans Selb
 (v) Die Schwalbe 2000



(3+9) s#15
 Checking zigzag

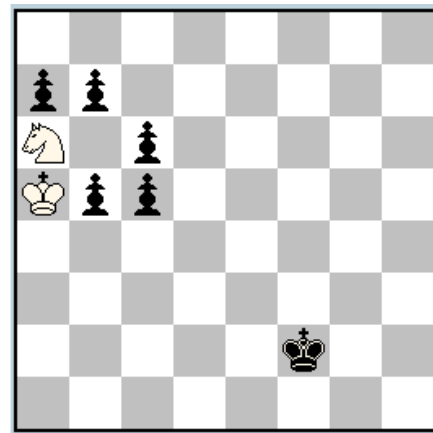
The late German composer realized a very good work **CZ7**, also published in Die Schwalbe:

1.Bf4 2.Bc1 (wB blocking a bP) 3.Kd1 c2+ 4.Kd2 e3+ 5.Ke2 d3+ 6.Kf3 7.Ba3! (not 7.Bb2? 8.Be5 9.Kf4 fxe5+!) 8.Bd6 (pinning the Rook) 9.Kf4 fxe5+ 10.Kf3 g4+ 11.Kf4 12.Be5 13.Ke4 Sf6+ 14. Kd4 Sf5+ 15. Kxd3 (a legal capture, because no other move is possible) c1=S#

Unexpected checkmate by S promotion. Correction published in 2001.

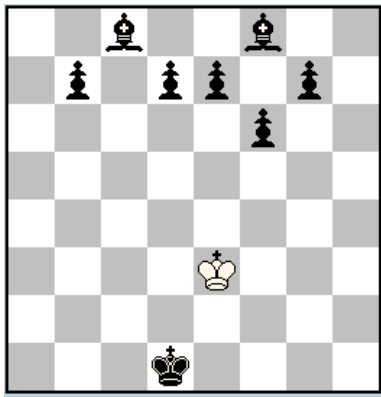
CZ8) Set play: 1. ...b6#
 1.Sb8! b6+ 2.Ka6 3.Kb7 4.Kc7 5.Kd6 6.Ke5 7.Ke4 8.Kd3 c4+ 9.Kc3 b4+ 10.Kd4 c5+ 11.Kd5 12.Sc6 13.Sa5 14.Kc6 15.Kb5 a6+ 16.Ka4 b5#
 Chameleon echo, a cute surprise.

CZ8) Peter Kniest
 Schachmatt, Oct 1948



(2+6) s#16*
 Checking zigzag

CZ9) Wilhelm Seidel
Schachmatt, Sept 1948



(1+8) s#18
Checking zigzag

Solution found by WinChloe:

CZ9) 1.Kd3! 2.Kc3 3.Kb3 4.Ka4 b5+ 5.Ka5 6.Kb6 7.Kc7 8.Kd8 9.Ke8 10.Kf7 11.Kg6 12.Kh5 g6+ 13.Kh4 g5+ 14.Kg3 15.Kf2 16.Ke3 (K circuit) 17.Kd4 e5+ 18.Kd5 Bb7#

Amazing solution with long circuit of wK.

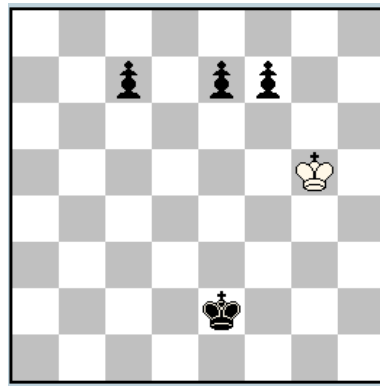
In history, the genre suffered some variations. If captures by White are totally suspended (like checking moves are), then we have **Ultra Checking zigzag**. Here are two examples:

CZ10) 1.Kf4! e5+ 2.Kg5 f6+

3.Kf5 4.Ke6 5.Kd5 c6+ 6.Ke4 f5#

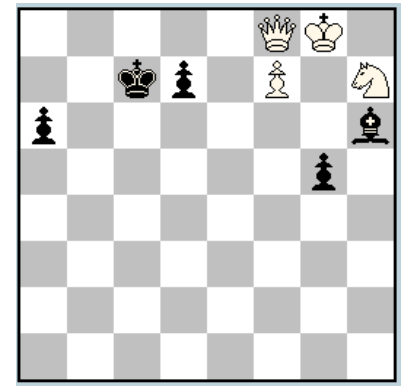
CZ11) 1.Qa8 2.Sf8 3.Kh7 4.Kg6 5.Kf5 6.Ke4 d5+ 7.Kf5 8.Ke6 9.Ke7 Bxf8+ 10. Ke8 auto=

CZ10) Hermann Stapff
Schachmatt, Oct 1948



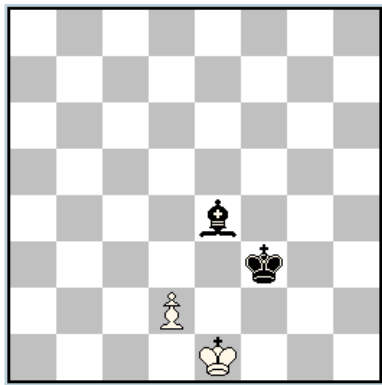
(1+4) s#6
Ultra Checking zigzag

CZ11) J. J. Burbach
1 HM, FEENSCHACH, 1950



(4+5) auto=10
Ultra Checking zigzag

CZ12) Hermann Stapff
(v) Schachmatt, Mars 1950



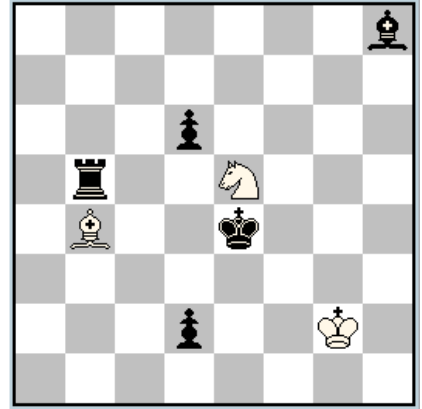
(2+2) reflex#19
Schwarzschächer

On the contrary, if White has no restrictions, then the condition is **Black must check if able or does not play at all**. WinChloe solves this genre with *Les Noirs ne jouent que pour donner échec* (Black moves only to check, Eng., Schwarzschächer, Ger.). Popeye solves this kind of problems with *BlackChecks*.

CZ12) 1.d3! 2.Kd2 3.Kc3 4.Kb4 5.Ka4 Bc6+ 6.Kb4 7.Kc3 8.Kd2 9.Ke1 10.Kf1 11.Kg1 12.d4 13.d5 14.d6 15.d7 16.d8=B 17.Bc7 18.Bh2 19.Kh1 Kf2#

With Schachzickzack rules as it was published, the problem is demolished by WinChloe: 1.d4! 2.d5 3.d6 4.d7 5.d8=Q 6.Qc8 7.Kf1 Bd3+ 8.Ke1 9.Kd2 10.Kc3 11.Kd4 12.Qc3 13.Kd5 14.Qc6 Bc4#

CZ13) B. Hegermann
The Fairy Chess Review, Dec 1948



(3+5) #15
 Schwarzschächer

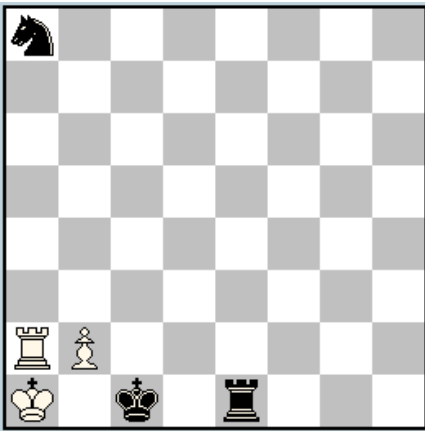
This condition is also necessary when the stipulation is #n, to make the white checkmate possible.

CZ13) 1. Kf2 d1=S+ 2. Ke1 3. Kd2 Rd5+ 4. Ke1 5. Bd2 6. Sd3 7. Kxd1 8. Ke2 9. Bf4 10. Kf2 Bd4+ 11. Ke2 12. Bxd6 13. Sf4 14.Sh5 15. Sg3#

Exquisite checkmate. Not completely checked.

CZ14) P. Kniest

The Fairy Chess Review, Feb 1948



(3+3) s#9*

Checking zigzag type Stapff

In 1948, Hermann Stapff introduced a small change on white moves.

Checking zigzag type Stapff :

White can not capture (unless they have no other legal moves), nor check (unless they have no other legal moves). Blacks moves only to check.

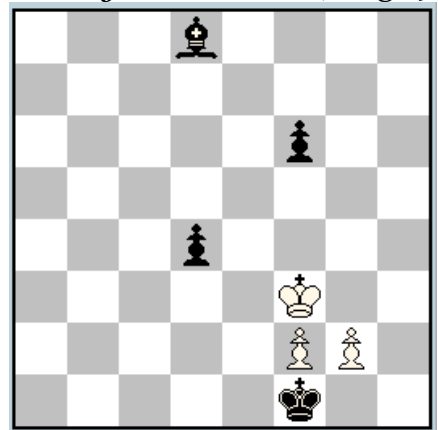
CZ14) Set play: 1. ...Kc,d2# 1.b3! 2.Rb2 3.Ka2 4.Ka3 5.Re2 6.b4 7.Ka4 Sb6+ 8.Kb3 9.Ra2 Re3#

With ordinary Checking zigzag rules, we have a cook:

1.b4 2.b5 3.b6 4.b7 5.b8=S 6.Sc6 7.Sa5 8.Sc4 9.Sb2 Kd2,Kc2#

CZ15) Hans Stempel

The Fairy Chess Review, Aug 1950



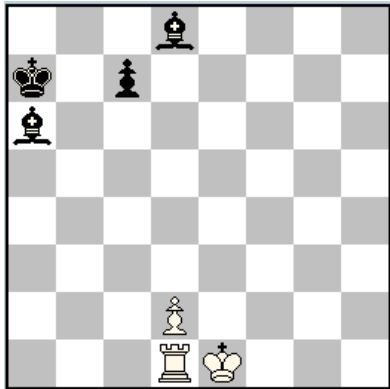
(3+4) s#19

Checking zigzag type Stapff

CZ15): 1. Kg3+ Bc7+ 2. Kh4 Bg3+ 3. Kg4 f5+ 4. Kf3 5. fxg3 (a capture because White has not a non-capturing move) 6. g4 fxg4+ 7. Ke4 8. Kd3 9. Kc2 d3+ 10. Kc1 d2+ 11. Kb2 d1=S+ 12.Kc1 13. Kd2 14. Kd3 Sb2+ 15. Ke4 16. Kf4 Sd3+ 17. Kg3 18.Kh2 g3+ 19. Kh1 Sf2#

14. ... Sf2+ 15. Ke3 Sd1+ 16. Kf4 17. Kg3 etc.
 A very good example to understand these Stapff's conditions.

CZ16) P. Kniest
The Fairy Chess Review, Feb 1948
 version P. Răican



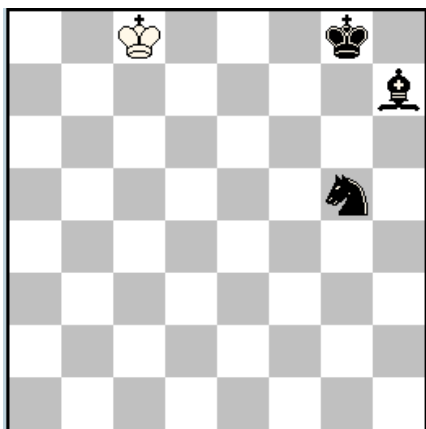
(3+4) s#9*
 Checking zigzag type Stapff

Checking zigzag with fairy elements

In our first example, a Grasshopper is used in two phases:

- a) 1.Kc2! 2.Kb3 3.Kb4 Gf6+ 4.Kb3 Rb6+ 5.Ka2 Rb2#
 - b) 1.Kb2! Bg7+ 2.Kc2 b3+ 3.Kd1 4.Ke1 Bc3+ 5.Kd1 Bd2#
- Battery mate with G as rear piece in b).

CZ19) Ian Shanahan
The Problemist 1993



(1+3) reflex#18
 Schwarzschächer, Circe

CZ16) Set play: 1. ...Bh4#

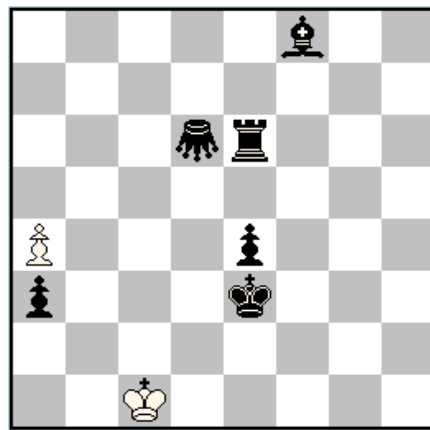
Solution: 1.Ra1 Bh4+ 2.Kd1 3.Kc2 4.Kb3 5.Ka3 Be7+ 6.Kb3 7.Kc2 8.Rd1 Bd3+ 9.Kc1 Ba3#

I changed the condition from *Checking zigzag* to *Checking zigzag type Stapff*, because otherwise we have a double solution in 6 moves:

1.Ra1 Bh4+ 2.Kd1 3.d4 4.Kc1 Bg5+ 5.Kb2 Bc1+ 6.Ka2 Bc4#

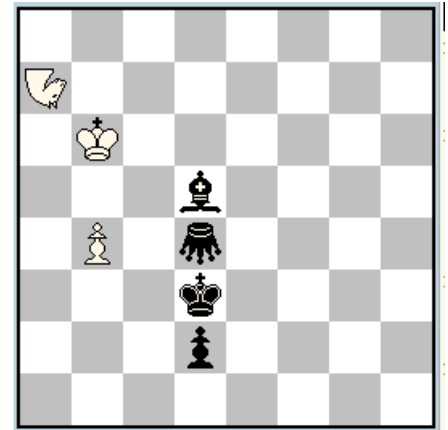
Black Pawn c7 is necessary to eliminate the dual 5.Kb4.

CZ17) B. Hegemann
 (v) *Schachmatt*, June 1947



(2+6) s#5
 Checking zigzag
 b) pa3 → b4

CZ18) William H. Reilly
 (v) FEENSCHACH 1963



(3+4) s#7
 Schwarzschächer

CZ18) 1.Nc3 2.b5 Gb2+ 3.Ka6 Bb7+ 4.Ka7 5.Ne2 6.Nb8 7.b6 d1=N#

Again I had to change the condition from *Schachzickzack* to *Schwarzschächer*.

With author's original condition, we have also: 1.Nd1 2.Nf5 3.Ka7 d1=N+ 4.Kb6 5.Kc5 6.Nb7 Ng7# The checkmate is possible because the wK is *pinned*.

CZ19) 1.Kb8 2.Ka7 3.Kb6 4.Ka5 5.Kb4 6.Ka3 7.Ka2 Bb1+ 8.Kb2 9.Kc3 Se4+ 10.Kb4 11.Ka5 12.Kb6 13.Kc7 14.Kc8 Sd6+ 15.Kd7 Bf5+ 16.Kxd6(Sb8) 17.Ke7 Sc6+ 18.Ke8 Bd7#

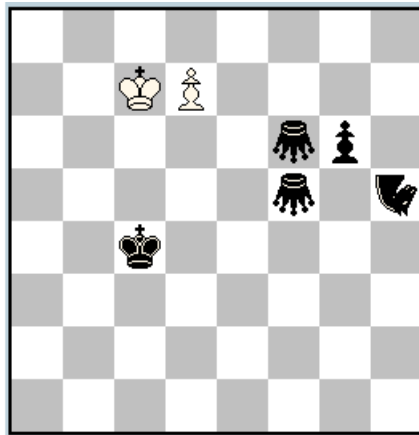
Very elegant position. The solution doesn't work with *Checking zigzag* rules, because we have a white capture at move 16. Specific checkmate.

CZ20) 1.d8=B! Nf1+ 2.Kb8
 3.Bc7 Gf4+ 4.Kb7 Gh7+ 5.Ka7
 6.Bb6 7.Be3 8.Ka8 9.Ba7 Nc7#
 In the original position, white B is
 already on the board.

A demolished problem with
 Grasshoppers by A. H. Kniest was
 converted in a sound one with
 Rookhoppers:

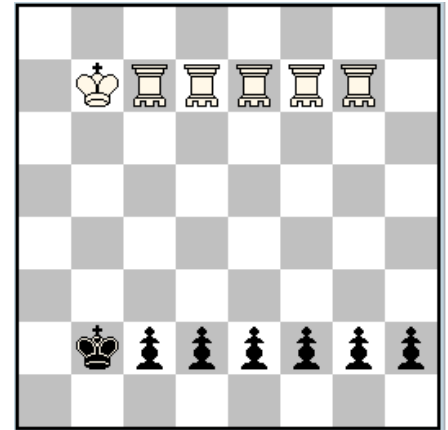
CZ21) 1. RHh7 2.Kc8 c1=RH+
 3.Kd8 d1=RH+ 4.RHdf7 5.Ke8
 e1=RH+ 6.Kf8 f1=RH+ 7.Kg8
 g1=RH+ 8.Kh8 h1=RH#
 Six RH promotions.

CZ20) William H. Reilly
 (v) FEENSCHACH 1962



(2+5) s#7
 Schwarzschächer
 Grasshoppers and Nightrider

CZ21) P. Răican
 after A. H. Kniest



(6+7) s#8
 Schwarzschächer
 Rookhoppers

The readers may have rightly found that the article has mainly Poisson's point of view. Maybe WinChloe doesn't implement exactly Dawson's original definition of Checking zigzag. But my feeling is that Dawson himself should be quite pleased with Poisson's work. Some questions are clarified and other questions not. Will see if a *replique* will follow.

We must add that a first edit of this article was very well analyzed by F. Labelle, the author of Jacobi. His notes were of great help in completing and finalizing the article.

Quartz TT12

We are launching a thematic tournament, *Quartz TT12*, for problems with **Checking zigzag** rules or sub-variants: *Ultra Checking zigzag*, *Schwarzschächer*, and *Checking zigzag type Stafff*. The tourney asks that each entry must have *an additional fairy element* (a fairy piece or/and a fairy condition, see CZ17-21). The problems must be verified by WinChloe (or to be C+ as far as possible).

Send problems in an unlimited number to our Director: Eric Huber <hubereric@yahoo.fr>, up to March 1, 2019.

Judge: Hans Gruber.

En bref

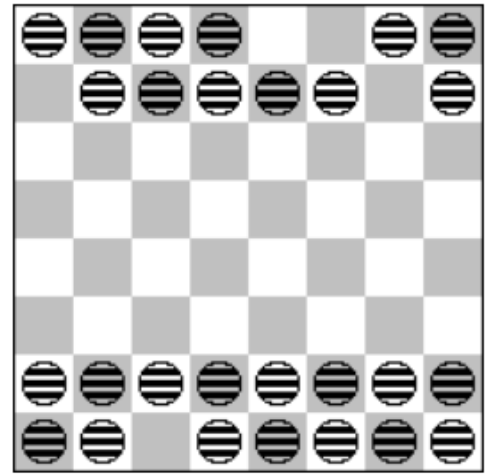
Return to the results of TT10 Quartz (PGs with unidentified men)

The 1st and 4th Prize, TT10 (see Quartz 44), were demolished:

1st Prize: 1.b3 Bb2 2.Bxg7 Bd4 3.Bxa7 Bc5 4.Bxe7 Kxe7 5.Kd6 Kc5 6.Kb4 Be7 7.Kxb3+ Kb2 & 8.Kc1# (Jacobi)

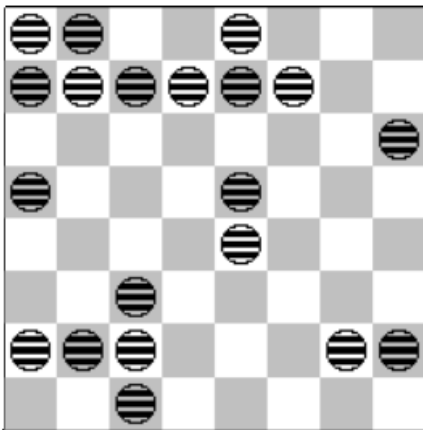
4th Prize: 1.e4 g5 2.Qh5 g4 3.Bc4 g3 4.Bxf7# [1-o, -bBf7; 2-o, -wQh5] Bg7 5.Sc3 Bxc3 6.dxc3 Sh6 7.Bxh6 Rf8 (**But: 7. ...d6! 8.o-o-o gxf2 9.Re1 fxe1=Q# [2-1, -bQe1] 10.Sf3 Rf8 11.Se5 etc. Inversion, P.Răican**) 8.o-o-o gxf2 9.Re1 fxe1=Q# [2-1, -bQe1] 10.Sf3 d6 11.Se5 dxe5 12.Rf1 Qd5 13.Rf7 Bd7 14.Rxh7 Rf1# [2-2, -bRf1] 15.Rf7 & 16.Rf8# [3-2].

A. Frolikin & C. Tylor
1st Prize, TT10 Quartz



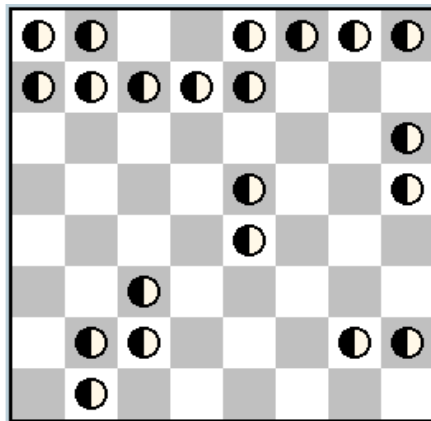
Position after the 7th black move, #1, All-in Chess, cooked

A. Frolikin & C. Tylor
4th Prize, TT10 Quartz



Position after the 15th black move, #1, #R Chess, score in diagram position 2-2

A. Frolikin & C. Tylor
3rd Prize, TT10 Quartz



Position after the 14th black move, #1, #R Chess, score in diagram position 2-2

Hopefully, this last problem was fixed in time:

1.e4 g5 2.Qh5 g4 3.Bc4 g3 4.Bxf7# [1-o, -bBf7; 2-o, -wQh5] Bg7 5.Sc3 Bxc3 6.dxc3 h5 7.Bh6 d6 8.o-o-o gxf2 9.Re1 fxe1=Q# [-bQe1, 2-1] 10.Sf3 Be6 11.Se5 dxe5 12.Kb1 Qd5 13.Rc1 Qxa2# [-bQa2, 2-2] 14.Rf1 Bd7 & 15.Rf8# [-wRf8, 3-2] So, the 2nd, 3rd and 4th Prize are now 1st, 2nd and 3rd Prize respectively. The rest of ranking remains unchanged.

Must remember that the deadline of **TT11 Quartz** (for Glasgow chess problems) is July 1, 2018. The tourney has two sections:

- a) fairy problems;
- b) retro problems.

In both sections, combinations with other genres, fairy units, are allowed, but *Vielväterstellung* problems are not allowed.

Send problems in an unlimited number to our Director, Dinu-Ioan Nicula, e-mail: nicudino04@yahoo.com.

- Judges: a) Paz Einat (fairies)
- b) Manfred Rittirsch (retros)

AUW and e.p. in series problems type consequent

Here is a little collection of ser-h# type consequent:

AUW1) 1.f8=S 2.Sd7 3.e8=Q 4.Qxg6 5.Qxh7 7.f8=R 9.Rxa2 10.Ra1 11.0-0-0 12.Rd5 13.Bxd4 14.Bb1 15.Qc2 17.h8=B 18.Bxc3 19.Kb2 20.Kxb3 21.Kxb4 22.Ka5 23.cxb6 e.p. (the last black move was b7-b5) 24.Sc5 25.Bb4 26.Qc4 27.Sa4+ Sxc4# Exquisite solution.

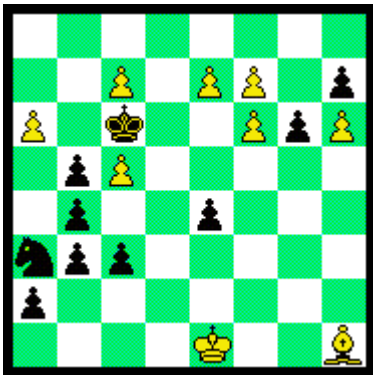
AUW2) 1.h5 2.hxg4 3.g3 4.g2 5.g1=R 6.Rxg5 7.Rc5 8.g5 9.g4 10.g3 11.gxf2 12.f1=B 13.Bb5 14.Kc4 15.Sc3 16.Sa2 17.Bc3 18.f5 19.fxe4 20.e3 21.e2 22.e1=Q 23.Qxe6 24.Qd5 25.e5 26.e4 27.e3 28.e2 29.e1=S 30.Sd3 31.axb3 e.p. 32.Bd4 33.Sc3 cxb3#

AUW3) 1.c1=S 2.Sxe2 3.Sc3 4.e2 5.e1=Q 6.Qxg3 7.Qf2 8.g3 9.g2 10.g1=R 11.Rxg5 12.Rc5 13.g5 14.gxh4 15.h3 16.h2 17.h1=Q 18.Qxh6 19.Qxe6 20.h5 21.h4 22.h3 23.h2 24.h1=B 25.Bc6 26.Qd5 27.e5 28.e4 29.e3 30.e2 31.e1=S 32.Sd3 33.axb3 e.p. 34.Qfd4 35.Bb5 axb3# AUW + Q + S + e.p.

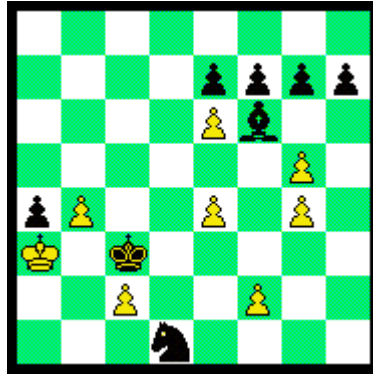
AUW1) George Sphicas
Sp. Prize, *StrateGems 18/2002*

AUW2) George Sphicas
1 Prize, *Problemkiste 119/1998*

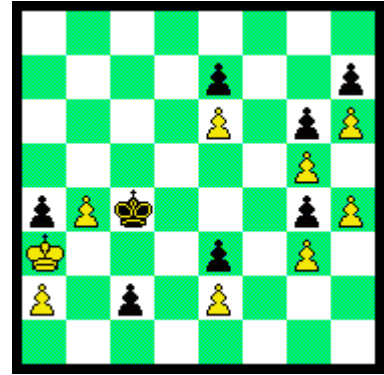
AUW3) George Sphicas
2 Prize, *Problemkiste 119/1998*



(9+10) ser-h#27
consequent



(8+8) ser-h#33
consequent



(9+8) ser-h#35
consequent