

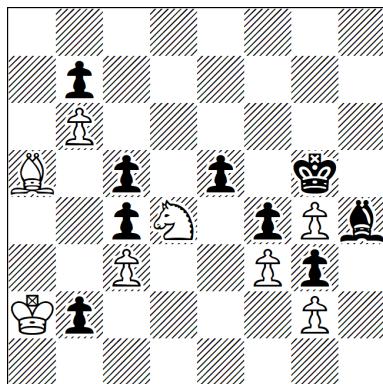
SECTION E: HELPMATES

Judging countries: Finland, Great Britain, Israel, Slovenia, Ukraine

Reserve: Slovakia

Theme (proposed by Israel): Helpmates in 3,5-n moves. During the solution White moves a piece or a pawn to a square where it is going to be captured by Black, but not immediately. Set play, multi-solutions and twins are allowed, but not duplex, Polish-type twins (all pieces change colour) or zero-positions.

E01

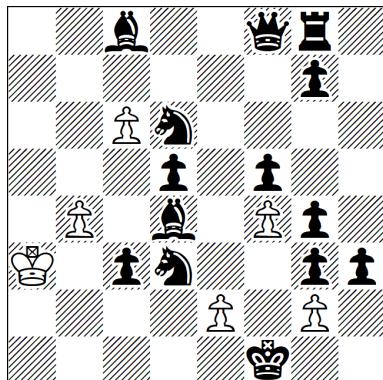


h#3,5 2.1.1... (8+9)

1...Se2 2.b1=S Sxf4 3.Sxc3+ Bxc3 4.Kxf4 Bd2#
1...Sf5 2.b1=R Sxh4 3.Rxb6 Bxb6 4.Kxh4 Bd8#

Black active and white active delayed sacrifices
Kniest
Promotions
Model mates

E02

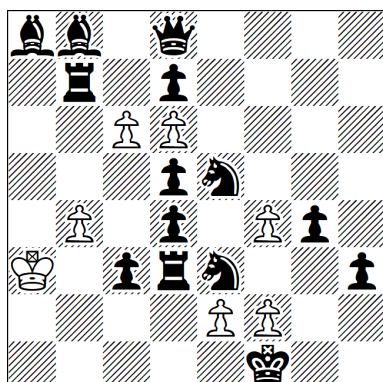


h#4 b) ♔f8→e8 (6+14)
c) ♔f8→b5
d) - ♠d5

E03

- a) 1.Sb7 exd3 2.Ke2 cxb7 3.Kxd3 bxc8=B 4.Kc4 Ba6#
b) 1.Bd7 exd3 2.Ke2 cxd7 3.Kxd3 dxe8=Q 4.Kc4 Qe2#
c) 1.Rd8 gxh3 2.Kg2 c7 3.Kxh3 cxd8=R 4.Kh4 Rh8#
d) 1.Bb7 g×h3 2.Kg2 cxb7 3.Qa8+ bxa8=Q+ 4.Kxh3 Qh1#

4 white promotions to pieces of the same type as that of the captured black pieces: bB→wB, bQ→wQ, bR→wR, bQ→wQ.

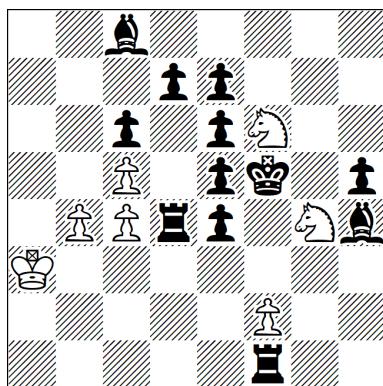


h#3,5 b) ♘e2→g2 (7+14)
c) ♜b7→c8
d) ♗d6→b3
e) ♕a8→e8

- a) 1...exd3 2.Ke2 cxb7 3.Kxd3 bxa8=Q 4.Kc4 Qa6#
b) 1...gxh3 2.Kg2 c7 3.Kxh3 cxd8=R 4.Kh4 Rh8#
c) 1...exd3 2.Ke2 cxd7 3.Kxd3 dxc8=B 4.Kc4 Ba6#
d) 1...fxe3 2.Kf2 c7 3.Kxe3 cxb8=Q 4.Ke4 Qxe5#
e) 1...fxe3 2.Kf2 cxd7 3.Kxe3 dx e8=Q 4.Ke4 Qxe5#

Cycle of types of captured black pieces and types of promoted white pieces in respect to positions a) to c): bB-wQ, bQ-wR, bR-wB and b) to d) or e): bQ-wR, bR-wB, bB-wQ.

E04

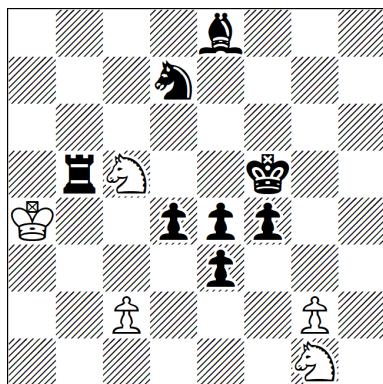


h#3,5 2.1.1... (7+12)

1...Sxe4 2.d5 cxd5 3.Kxe4 f3+ 4.Kxd5 Se3# (2.Rd5? ... 5.Kd4!)
1...Sxe5 2.Rd6 cxd6 3.Kxe5 f4+ 4.Kxd6 Se8# (2.d6? ... 5.Kd7!)

Two thematic moves in each solution; double Kniest (on e4/e5 in checking form, and on d5/d6 in mating form); exchanged functions between white knights and also between black Rd4 and Pd7; dual avoidance due to unblock, model mates.

E05

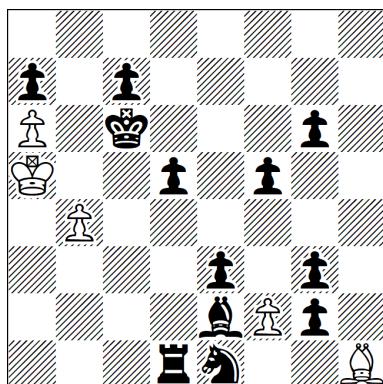


h#3,5 b) ♔g1→c3 (5+8)

a) 1...Sf3 2.Se5 Sd7 3.e×f3 g4+ 4.Ke4 Sf6#
b) 1...Sd3 2.Re5 Sb5 3.e×d3 c4 4.Ke4 Sd6#

Changed square blocks, follow-my-leader.

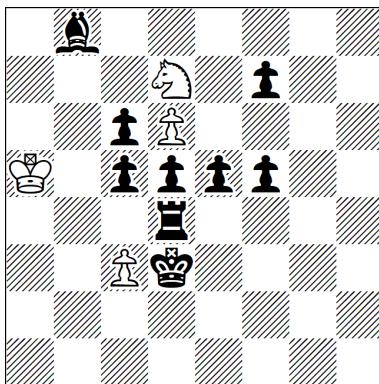
E06



h#3,5 b) ♔a5→e7 (5+12)

a) 1...f×g3 2.g1=Q Bf3 (Be4?) 3.Q×g3 B×e2 4.Qd6 Bb5#
b) 1...f×e3 2.g1=B Be4 (Bf3?) 3.B×e3 B×f5 4.Bb6 Bd7#

E07

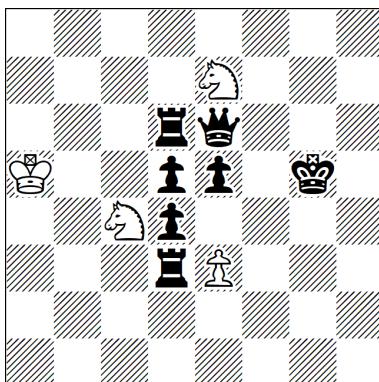


h#3,5 2.1.1... (4+9)

- a) 1...Sxc5+ 2.Kc4 d7 3.Kxc5 d8=S 4.Rc4 Sb7#
 b) 1...Sxe5+ 2.Ke4 d7 3.Kxe5 d8=Q 4.Rf4 Qe7#

Active sacrifices, Kniest, self-blocks, promotions, follow-my-leader, square vacation.

E08

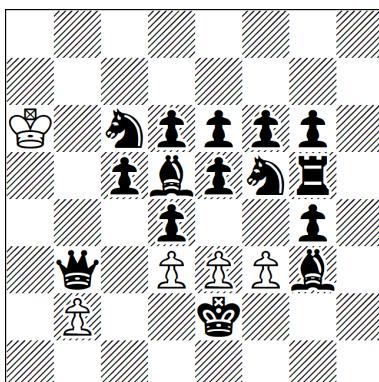


h#3,5 b) ♜ e5→d7 (4+7)
 c) ♜ d5→e4

- a) 1...Sxd5 2.Kf5 Kb5 3.Ke4 Sd2+ 4.Kxd5 e4#
 b) 1...Sxd6 2.Kf6 Kb6 3.Ke5 exd4+ 4.Kxd6 Sc8#
 c) 1...exd4 2.Kf4 Sa3 3.Ke3 Kb4 4.Kxd4 Sc2#

Cyclic Zilahi in Meredith, Kniest.

E09

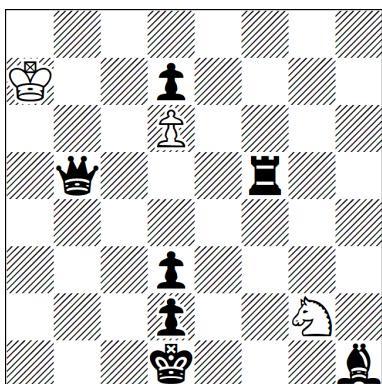


h#4 b) ♛ b2→g2 (5+15)
 c) ♛ b2→f2

- a) 1.Qc4+ dxc4 2.Kd3 cxd5 3.Kc4 b3+ 4.Kxd5 e4#
 b) 1.Bf4 exf4 2.Ke3 fxe5 3.Kf4 g3+ 4.Kxe5 f4#
 c) 1.Be4 f×g4 2.Kf3 gxf5 3.Kg4 f3+ 4.Kxf5 dxe4#

Cyclic Zilahi with pawns, double follow-my-leader in each solution with the thematic pawns, Kniest.
 Geometrical unity of solutions (all corresponding moves of Black and White are made to the same rank). Active sacrifices of black pieces. Model mates.

E10



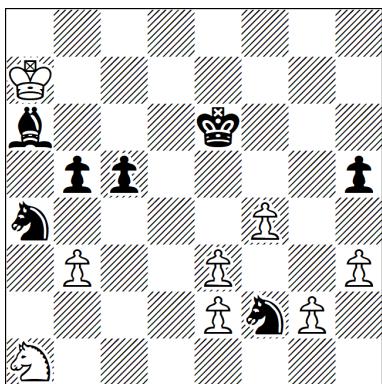
h#4,5

2.1.1...

(3+7)

1...Sf4 2.Rc5 Se2 3.Rc7+ dxc7 4.Qb8+ cxb8=Q 5.dxe2 Qb1#
1...Se1 2.Qe5 Sc2 3.Qe7 dxe7 4.Rf8 exf8=Q 5.dxc2 Qf1#

E11



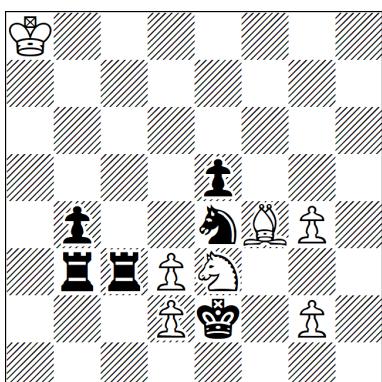
h#4

3.1.1...

(8+7)

1.Kf5 h4 2.Kg4 Sc2 3.Kxh4 Sd4 4.Sg4 Sf5#
1.Kd5 b4 2.Kc4 Sb3 3.Kxb4 Sd4 4.Ka5 Sc6#
1.Sc3 Kb6 2.Kd5 e4+ 3.Kd4 Kc6 4.Sfxe4 Sc2#

E12



h#3,5

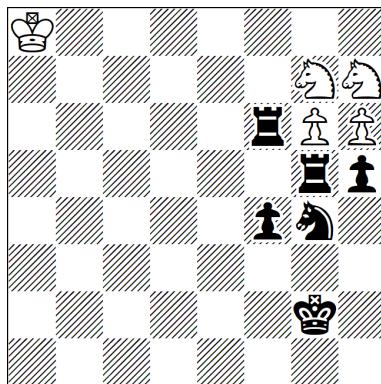
2.1.1...

(7+6)

1...dxc3 2.Kd2 Sc2+ 3.Kxc3 Se1 4.Sd2 Bxe5#
1...dxe4 2.Kd3 Sd5 3.Kxe4 Be3 4.Rd3 Sf6#

wP/bK follow-my-leader, bR/bS reciprocal play (captured / self-block = Chumakov), wS/wB reciprocal play (guard/mate), wPd2/wPd3 reciprocal play (delayed active sacrifice / passive guard), Kniest.

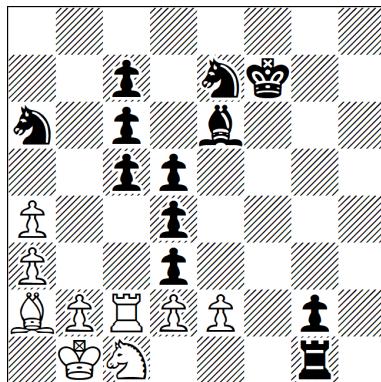
E13



1...S×h5 2.Kh3 g7 3.Kh4 g8=Q 4.K×h5 Q×g5†
1...S×g5 2.Kg3 h7 3.Kh4 h8=Q 4.K×g5 Q×h5†

h†3,5 2.1.1... (5+6)

E14

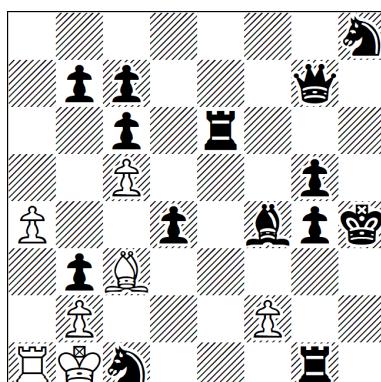


a) 1.Kf6 B×d5 (Rc4?) 2.Ke5 Rc4 3.K×d5 e4+ 4.K×c4 b3†
b) 1.Ke7 R×c5 (Bc4?) 2.Kd6 Bc4 3.K×c5 b4+ 4.K×c4 e×d3†

Two thematic moves in each solution.
Grimshaw on c4 defines the order of W1/W2 moves.
Two different paths from f7 to c4.
Exchange of functions between three pairs of units: a2/c2,
b2/e2, c5/d5.

h†4 b) ♜e7→a5 (9+12)

E15

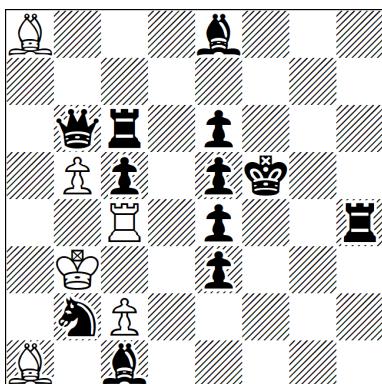


1...Be1 2.Bd6 K×c1 3.Rg×e1+ Kd2 4.R1e5 Rh1†
1...B×d4 2.b5 a×b5 3.Q×d4 Ra8 4.Re5 R×h8†

Two critical moves over e5 with two different bR interferences on e5. White rook on all 4 corners.

h†3,5 2.1.1... (7+14)

E16

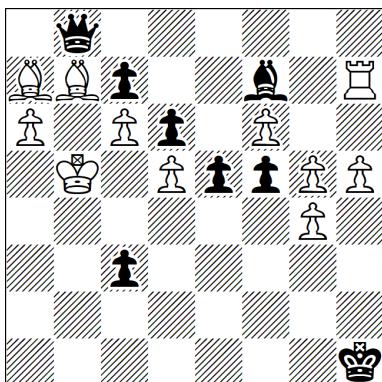


h#3,5 b) ♜c4 (6+12)

- a) 1...Rxe4 2.Sd3 Bd4 3.Kxe4 Bxc6+ 4.Kxd4 c3†
- b) 1...Sxe5 2.Rd6 Bd5 3.Kxe5 Bxb2+ 4.Kxd5 c4†

Two thematic sacrifices of officers in each solution, one of them without capture. Paradoxical sacrifices (Black can make the necessary capture immediately, but has to postpone it), change of functions of black and white pieces. Distant self-blocks. Chumakov. Model mates.

E17

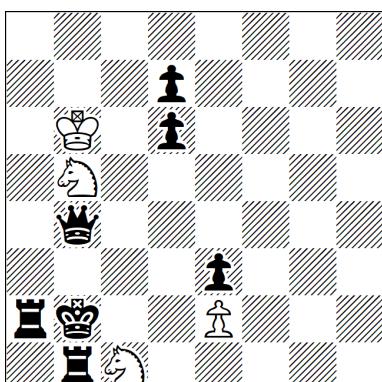


h#3,5 b) ♜c6→e3 (11+8)

- a) 1...h6 2.Qf8 Bc8 3.Qxh6 Bxf5 4.Qh2 Be4†
- b) 1...e4 2.Bxd5 Rxc7 3.Bxe4 Rxc3 4.Bg2 Rh3†

Line clearances
Self-pins
Exchange of wR/wB functions (mate/pin)
Model mates

E18

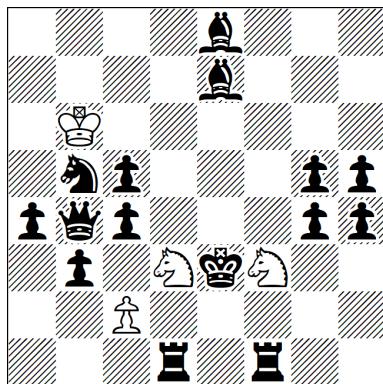


h#3,5 b) ♜a2→a1 (4+7)

- a) 1...Sb3 2.Qc4 Sxd6 3.Ka3 Ka5 4.Rxb3 Sxc4†
- b) 1...Sa2 2.Qa5+ Kxa5 3.Kxa2 Ka4 4.Rb2 Sc3†

wS tempo sacrifices, bQ sacrificial hideaways, chameleon echo model mates, Meredith.

E19

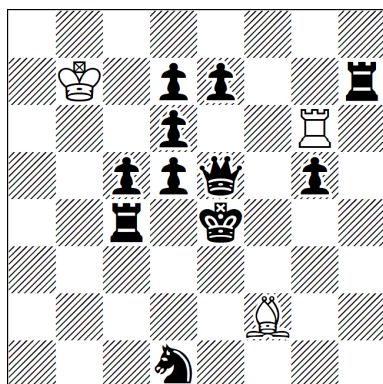


- h#3,5 b) ♧c2→g3 (4+15)
 c) ♧c2→e5
 d) ♔b6→h6

- a) 1...Sd4 2.Kd2 Sxb4 3.Kc3 Sxb5+ 4.Kxb4 c3#
 b) 1...Sf4 2.Kf2 g×h4 3.Kg3 Sd4 4.K×h4 Sf5#
 c) 1...S×c5 2.Rd5 S×g5 3.Kd4 Kb7 4.K×c5 Se6#
 d) 1...S×g5 2.Rf5 S×c5 3.Kf4 Kg7 4.K×g5 Se6#

The theme is shown four times, star of the black king, cyclic Zilahi, Zilahi, Kniest, Chumakov, exchange of W1 and W2 moves.

E20

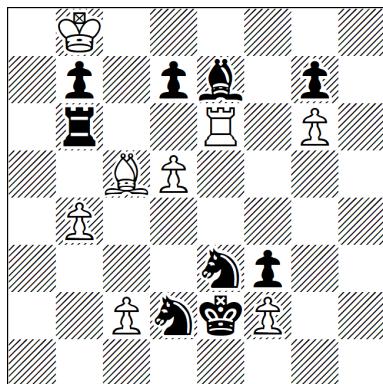


- h#3,5 b) + ♜b4 (3+11)

- a) 1...R×d6 2.Qe6 Be1 3.Ke5 Ba5 4.K×d6 Bc7#
 b) 1...B×c5 2.d4 Rg8 3.Kd5 Ra8 4.K×c5 Ra5#

Anticipatory active sacrifices, Zilahi, Kniest, Chumakov.
 B1 moves unblock and self-block.
 Long trips of mating pieces on opposite directions
 (clockwise and anti-clockwise).
 No white pawns.

E21

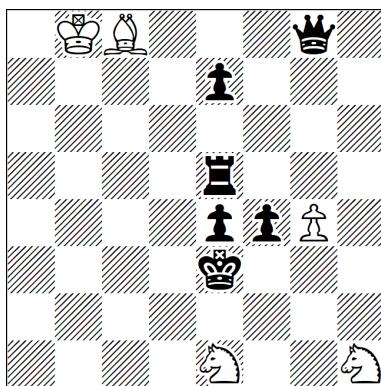


- h#3,5 b) ♞d2↔ ♧f2 (8+9)

- a) 1...f×e3 2.R×b4 Ba7 3.Rf4 Rb6 4.K×e3 Re6#
 b) 1...d×e3 2.Bf6 Re8 3.Bd4 Be7 4.K×e3 Bg5#

Long delayed captures. Diagonal-orthogonal correspondence and exchange of white functions.

E22

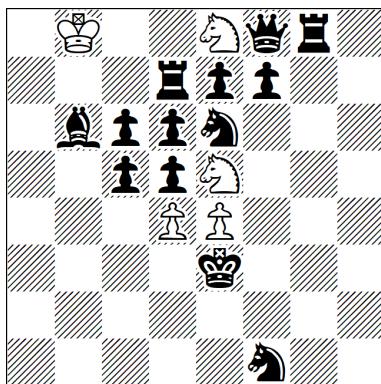


h†3,5 b) ♔c8→f8 (5+6)

- a) 1...Sg3 2.Qg5 Ba6 3.f×g3 Be2 4.Kf4 Sg2†
- b) 1...Sf3 2.Qd5 B×e7 3.e×f3 Bc5+ 4.Ke4 Sf2†

Delayed capture of the sacrificed unit due to the need to unpin first, with unpin moves specified by distant self-blocks. The bK moves then to the square cleared by the capturing unit. Zilahi and model mates.

E23

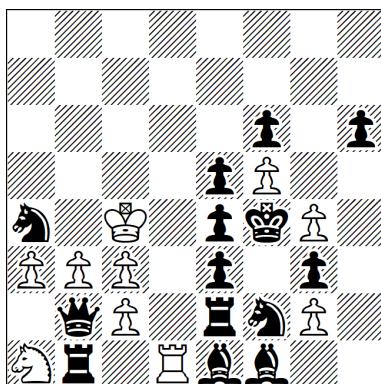


h†4 2.1.1... (5+13)

- 1.Sd8 e×d5 2.Ke4 S×c6 3.K×d5 Sc7+ 4.K×c6 d5†
- 1.Bd8 d×c5 2.Kd4 S×d6 3.K×c5 Sd3+ 4.K×d6 e5†

Two thematic moves in each solution. Pawn Zilahi. Kniest. Unpins with B1 moves to the same square. Follow-my-leader. Chumakov 2×2.

E24

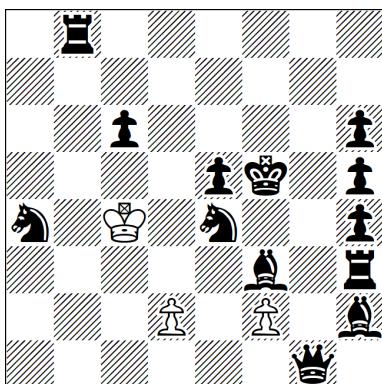


h†3,5 b) ♔a1 (10+14)
c) ♔a1

- a) 1...Rd2 2.Q×c2 S×c2 3.e×d2 Sb4 4.Ke3 Sd5†
- b) 1...Rd3 2.Q×a3 R×a3 3.e×d3 R×a4 4.Ke4 Kc5†
- c) 1...Rd4 2.Q×c3+ B×c3 3.e×d4 Ba5 4.Ke5 Bc7†

Three delayed capture-free wR sacrifices on empty squares. Three active bQ sacrifices.

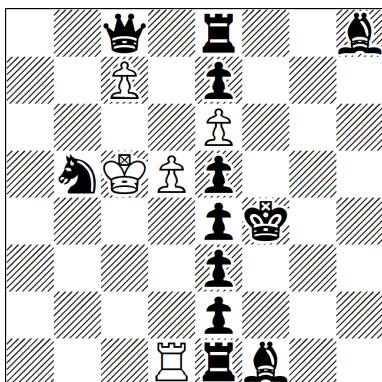
E25



1...d3 2.Qg5 dxe4+ 3.Kg4 Kd3 4.Bxe4+ Kxe4 5.Bg3 f3#
1...d4 2.Qg6 dxe5 3.Kg5 Kd4 4.Bxe5+ Kxe5 5.Bg4 f4#

h#4,5 2.1.1... (3+13)

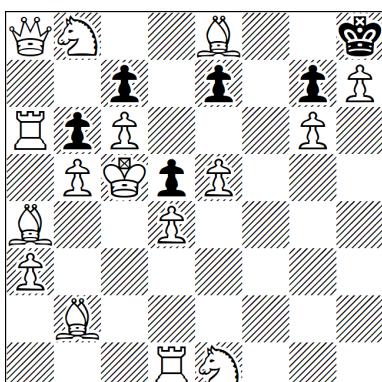
E26



1...Rd2 2.Qb8 cxb8=Q 3.exd2 Qxe5+ 4.Ke3 Qg3#
1...Rd3 2.Qxe6 c8=Q 3.exd3 Qxe6 4.Ke4 Qg4#
1...Rd4 2.Qd8 cxd8=Q 3.exd4 Qxe7 4.Ke5 Qg5#

h#3,5 3.1.1... (5+12)

E27

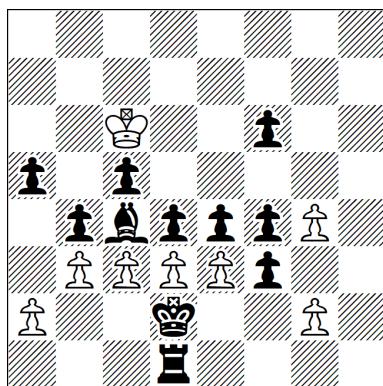


1...Rxb6 2.e6 Qa5 3.cxb6+ Kd6 4.bxa5 Bb3 5.a4 Sc2
6.axb3 Rf1 7.bxc2 Rf8#

Fourfold presentation of the theme in a single line of play with 4 different officers.

h#6,5 (16+6)

E28

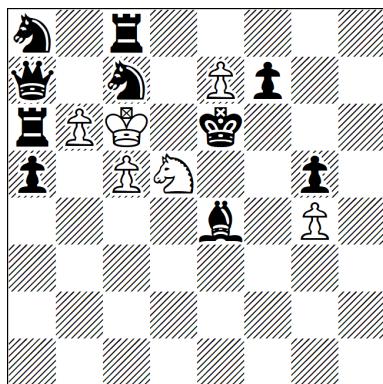


h#3,5 b) ♜ a5→e5 (8+11)
c) ♜ a5→e6

- a) 1...cxb4 2.Kc3 Kb7 3.Kxb4 a3+ 4.Kb5 dxc4#
- b) 1...dxe4 2.Kd3 Kd7 3.Kxe4 gxf3+ 4.Kd5 e4#
- c) 1...exf4 2.Ke3 Kxc5 3.Kxf4 g3+ 4.Ke5 cxd4#

Three delayed white sacrifices with cyclic Zilahi. Play of the bK on 9 different squares and Y-flights by the wK. Full harmony of the play (W1: sacrifice; B2: bK's move with follow-my-leader effect; W2: wK's move to guard squares; B3: acceptance of sacrifice by bK; W3: check to bK by wP; B4: arrival of bK on the 5th row; W4: mate by wP on the fourth row). Uniform twinning by transfer of a bP which does not move in a).

E29

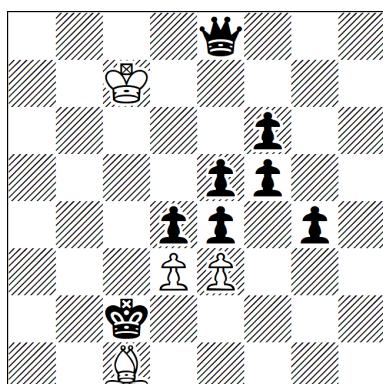


h#3,5 2.1.1... (6+10)

- 1...e8=B 2.Bg6 Sxc7+ 3.Kf6 Kd6 4.Rxe8 Sxe8#
- 1...e8=S 2.Sb5+ Kxb5 3.Kd7 b7 4.Kxe8 bxc8=Q#

Double presentation of Schnoebelen theme. Rc8 and Sc7 exchange their roles (active/passive sacrifices).

E30

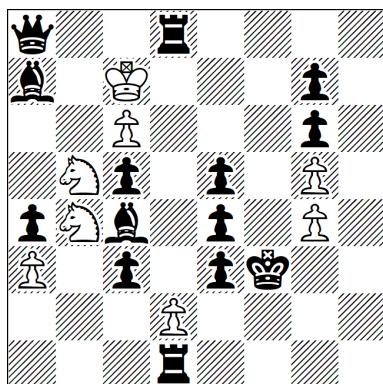


h#4,5 2.1.1... (4+8)

- 1...exd4 2.Kc3 dxe5 3.Kd4 Kb6 4.Kxe5 Kc5 5.Qe6 d4#
- 1...dxe4 2.Kd3 exf5 3.Ke4 Kd6 4.Kxf5 Kd5 5.Qg6 e4#

Active delayed Zilahi, follow-my-leader, Chumakov, Kniest, Kozhakin. Meredith.

E31

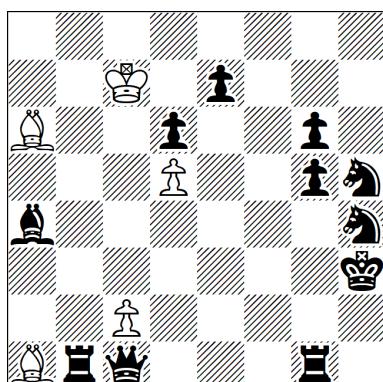


h#3,5 b) ♜d2→d3 (8+14)

- a) 1...d×e3 2.R8d3 Sd4+ 3.K×e3 Kd6 4.K×d4 Sc2†
b) 1...d×e4 2.R8d4 Sd5 3.K×e4 Kd7 4.K×d5 S×c3†

Two thematic moves in each solution
Exchange of functions of the white knights
Zilahi

E32

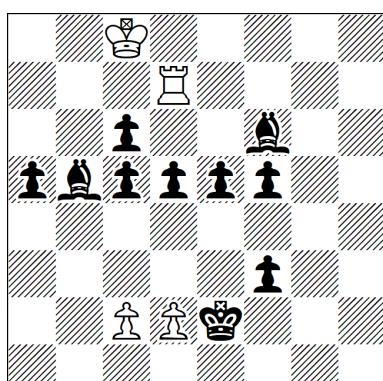


h#4 2.1.1... (5+11)

- 1.Kg2 c4 2.Kf1 Be5 3.Sg2 Bg3 4.Q×c4+ B×c4†
1.Kg4 c3 2.Kf5 Bc8+ 3.Kf6 Be6 4.Q×c3+ B×c3†

Thematic sacrifices on W1 are different moves by the same pawn to squares eventually occupied by the mating piece.

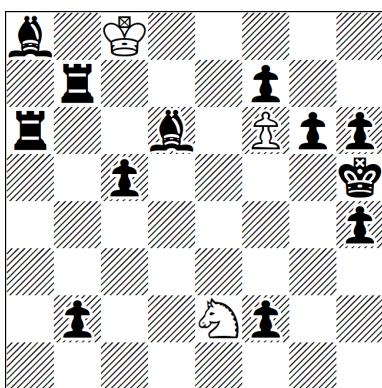
E33



h#4 b) ♛d7→e8 (4+10)

- a) 1.e4 c4 2.Kd3 Kc7 3.Kd4 Kd6 4.d×c4 Ke6†
b) 1.f4 d4 2.Ke3 Kd7 3.Ke4 Ke6 4.exd4 K×f6†

E34



h#3,5 2.1.1... (3+12)

1...Sc1 2.Be7 (2.Re7?) fxe7 3.bxc1=B e8=Q 4.Bg5 Qe2#
1...Sg1 2.Re7 (2.Be7?) fxe7 3.fxg1=R e8=S 4.Rg5 Sf6#

Dual avoidance play on B2, B3 and W3 moves.
The captured piece at e7 is reborn on the next move
(Phoenix theme).

Mixed AUW.

Two different black pieces captured by the same wP on e7.

Two different promotions by the same wP on e8.

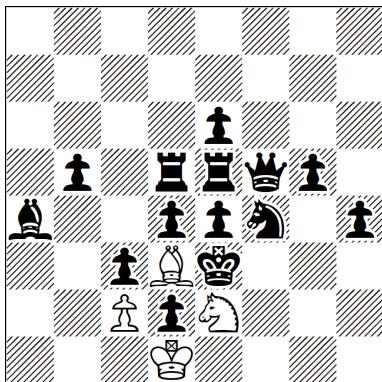
Two different self-blocks on g5.

Exchange of functions between Rb7/Bd6 (static self-interference / active sacrifice).

Model mates on squares vacated by white piece.

White economy with only the mating units in the diagram.

E35

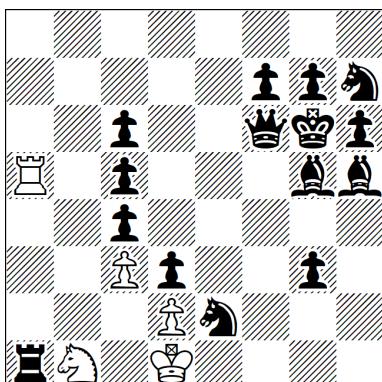


h#3,5 b) ♕f5→c3 (4+14)

a) 1...Bxe4 2.Sd3 Sf4 3.Kxe4 Ke2 4.gxf4 cxd3#
b) 1...Sxd4 2.Qc5 Bc4 3.Kxd4 Kxd2 4.bxc4 c3#

Two thematic moves in each solution.
Combination of Kniest and Feather 2 themes.

E36

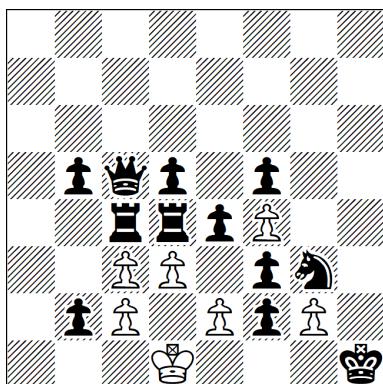


h#4 2.1.1... (5+15)

1.Bxd2 Rxc5 2.Ra5 Sxd2 3.Rxc5 Sf3 4.Rg5 Sh4#
1.Qxc3 Rb5 2.Ra6 Sxc3 3.cxb5 Sd5 4.Rf6 Se7#

Rendering of the theme by both White and Black.
Simplified Chumakov theme.
Model mates.

E37



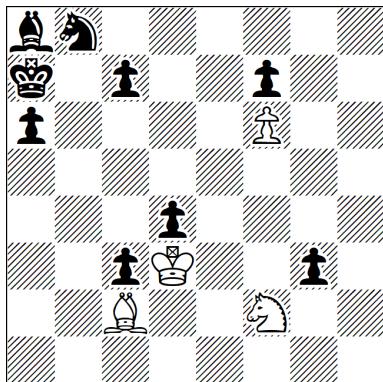
h#5,5*

(7+12)

1.K×g2 e×f3 2.K×f3 c×d4 3.Ke3 d×c4 4.K×d4 Kd2 5.b×c4 c3†
1...g×f3 2.Kg2 e3 3.K×f3 c×d4 4.K×e3 d×c4 5.K×d4 Kd2 6.b×c4 c3†

4 thematic sacrifices in a single line.

E38



h#3,5

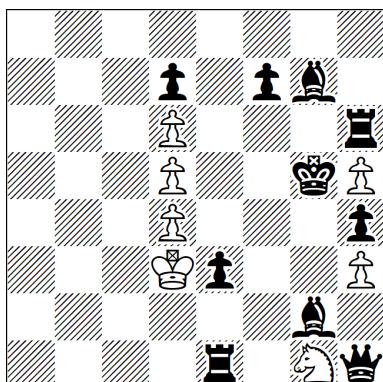
b) ♔c2→h4

(4+9)

a) 1...Bb1 2.c2 Se4 3.c×b1=R Sd6 4.Rb7 Sc8†
b) 1...Sh1 2.g2 Bg3 3.g×h1=B Bd6 4.Bhb7 Bc5†

Sacrifices of white pieces to pawns for promotion, Zilahi, changed square blocks, model mates.

E39



h#3,5

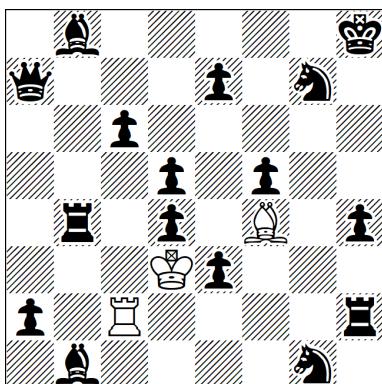
2.1.1...

(7+10)

1...Sf3+ 2.K×h5 Ke4 3.B×f3+ Kf5 4.Bg4+ h×g4†
1...Se2 2.Kf6 K×e3 3.R×e2+ Kf4 4.Re5 d×e5†

White and black active sacrifices.
Black sacrifices the piece that captures the sacrificed white piece.
Model mates.

E40

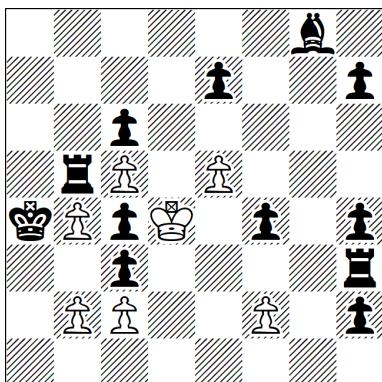


h#3,5 b) - ♜ f5 (3+16)

- a) 1...B×b8 2.e2 Kd2 3.R×b8 R×c6 4.Rg8 Rh6#
b) 1...Bg3 2.Rb6 K×d4 3.h×g3 Rf2 4.Rh7 Rf8#

Black line closing to enable unpin of the white rook.
Echo model mates.

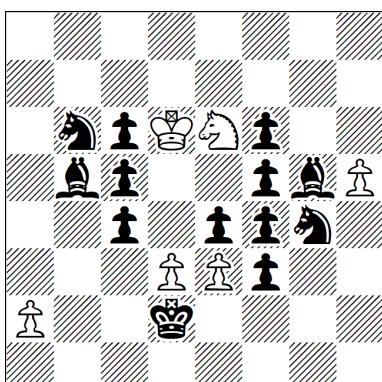
E41



h#3,5 2.1.1... (7+12)

- 1...e6 2.f3 K×c4 3.B×e6+ K×c3 4.Bb3 c×b3#
1...f3 2.e6 K×c3 3.R×f3+ K×c4 4.Rb3 c×b3#

E42

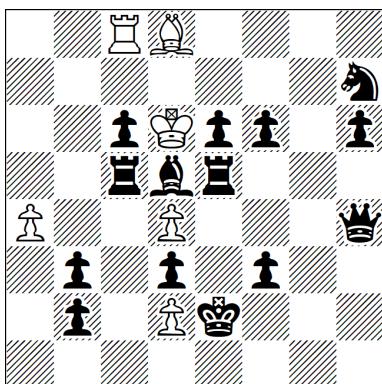


h#3,5 3.1.1... (6+13)

- 1...S×c5 2.Kc3 Ke6 3.Kb4 a3+ 4.K×c5 d4#
1...d×e4 2.Kd3 e×f5 3.Ke4 S×c5+ 4.K×f5 e4#
1...e×f4 2.Ke3 Sg7 3.K×f4 h6 4.e3 Sh5#

Three delayed white sacrifices with cyclic change of functions of three white units including cyclic Zilahi.
Play of the bK on 8 different squares with follow-my-leader effect in two solutions; square vacation, two model mates.

E43

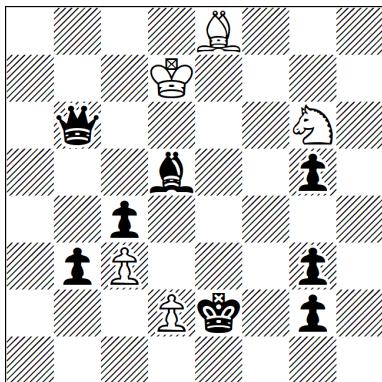


h#3,5 b) ♔e2→h3 (6+14)

- a) 1...R×c6 2.Rc2 Rc3 3.K×d2 Kc5 4.K×c3 Ba5†
- b) 1...B×f6 2.Rh5 Bg5 3.Kg4 Ke5 4.K×g5 Rg8†

Zilahi

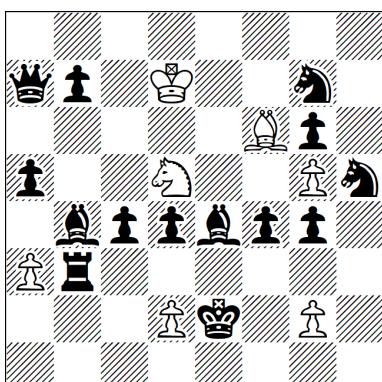
E44



h#3,5 2.1.1... (5+8)

- 1...Sh4 2.Qf2 Kd6 3.g×h4 Ke5 4.Kf3 Bh5†
- 1...Se5 2.Qc5 S×c4 3.Kd3 Bh5 4.K×c4 Be2†

E45

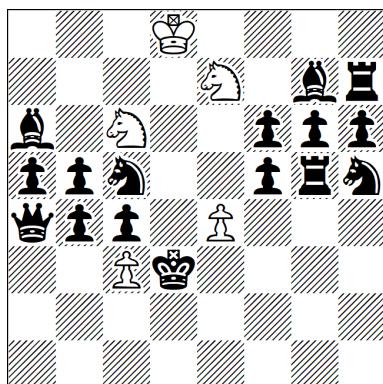


- a) 1...B×d4 2.Kd3 S×b4+ 3.K×d4 Kd6 4.Rd3 Sc2†
- b) 1...S×f4+ 2.Ke3 B×g7 3.K×f4 Ke6 4.Re3 Be5†

Zilahi, Kniest, self-blocks, square vacation, exchanged functions, model mates.

h#3,5 b) ♕d2→h4 (7+14)

E46

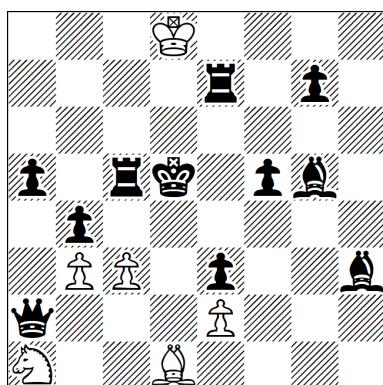


h#3,5 2.1.1... (5+16)

1...c×b4 2.Kc3 S×a5 3.K×b4 Kc7 4.K×a5 Sc6†
1...e×f5 2.Ke4 S×g6 3.K×f5 Ke8 4.K×g6 Se7†

Two thematic moves in each solution. Zilahi, Kniest allowed by active white sacrifices, model mates and follow-my-leader effects.

E47

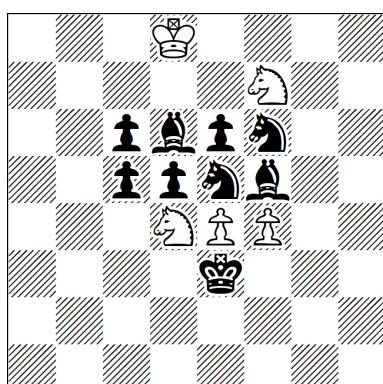


h#3,5 b) ♘c3→b2 (6+11)

a) 1...Sc2 2.Bf4 K×e7 3.Ke4 Ke6 4.Q×c2 B×c2†
b) 1...Bc2 2.Re4+ Kd7 3.Kd4 Kd6 4.R×c2 S×c2†

Tempo sacrifices on the same square with exchanged W1/W4 moves.

E48

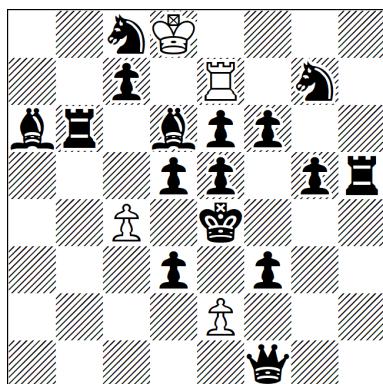


h#3,5 2.1.1... (5+9)

1...f×e5 2.Kf4 S×d6 3.K×e5 Sf3+ 4.K×d6 e5†
1...e×f5 2.Ke4 S×e6 3.K×f5 Sh6+ 4.K×e6 f5†

Follow-my-leader, Kniest, extended Zilahi, Chumakov, chameleon echo model mates.

E49

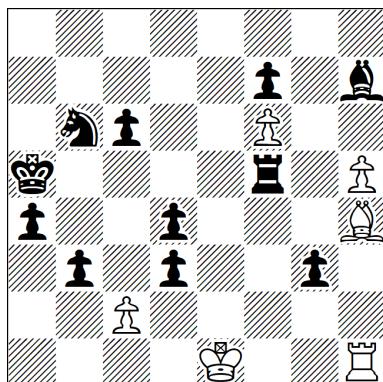


h#3,5 3.1.1... (4+16)

1...c×d5 2.c5 Rb7 3.Rc6 Rb4+ 4.K×d5 e4†
1...e3 2.Sf5 Rg7 3.d4 R×g5 4.d×e3 Rg4†
1...R×e6 2.Se8 K×e8 3.Kf5 e4+ 4.K×e6 c×d5†

Probably the first-ever presentation of cyclic Zilahi with active sacrifices of the white pieces delayed by two moves (W1 – B4). Three model mates.

E50

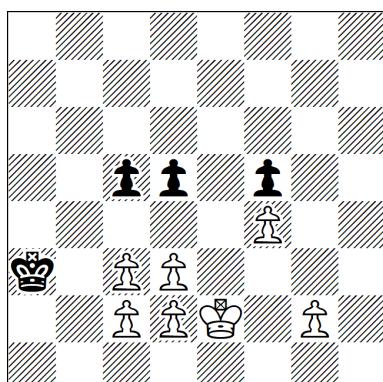


h#3,5 b) ♜ d3→f4 (6+11)

a) 1...c×d3 2.R×h5 Bg5 3.B×d3 R×h5 4.Ba6 Bd2†
b) 1...0-0 2.g2 c3 3.g×f1=B Be1 4.Ba6 c4†

Cyclic change of functions among three white pieces.

E51

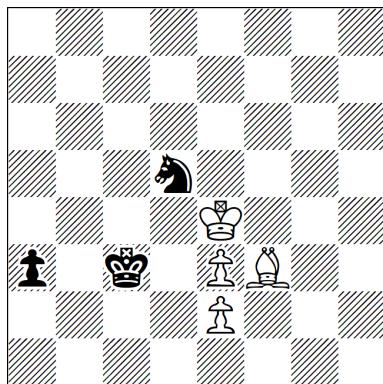


h#4,5 2.1.1... (7+4)

1...c4 2.Kb4 d4 3.K×c4 g3 4.K×d4 c3+ 5.Ke4 d3†
1...d4 2.Kb2 d3 3.K×c3 g4 4.K×d4 Kd2 5.f×g4 c3†

Two thematic captures in each solution.
Meredith with only pawns. Model mates.

E52



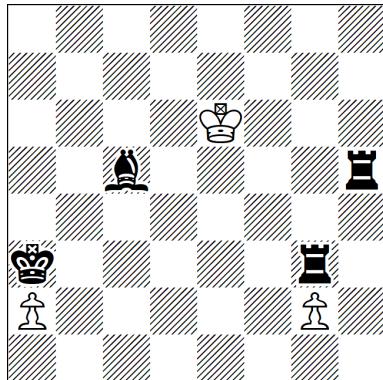
h#5,5

(4+3)

1...Bh5 2.a2 Kf3 3.a1=B e4 4.Kd4 Kf2 5.K×e4 e3 6.Be5 Bg6†

Ideal mate with the black king on the square initially occupied by the white king.

E53



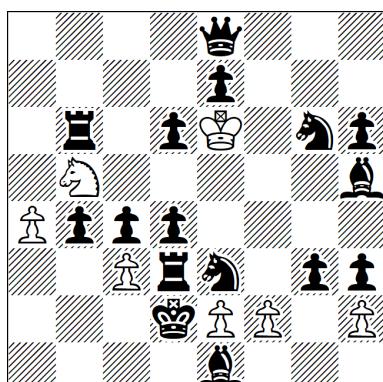
h#5

(3+4)

1.Rb3 g4 2.Ka4 g5 3.Ba3 Kd5 4.R×g5+ Kc4 5.Ra5 a×b3†

Roentgen theme, self-blocks, square vacation, ideal epaulette mate, gate opening.

E54



h#4

3.1.1...

(7+16)

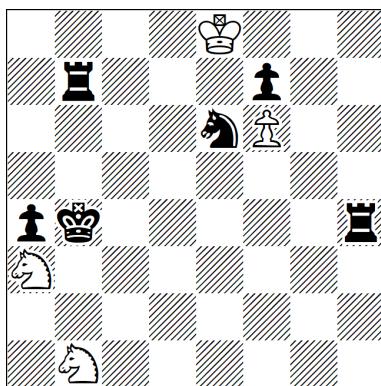
1.Qc6 S×d4 2.K×c3 e×d3 3.K×d4 f×e3+ 4.Kc5 d4†

1.Sg4 f4 2.Ke3 S×d4 3.K×f4 e3+ 4.Kg5 Sf3†

1.Bf3 e×f3 2.Ke2 h×g3 3.K×f3 S×d4+ 4.Ke4 f3†

The three white thematic units (Sb5, Pe2, Pf2) change cyclically their roles in the solutions: 1) one is being captured by bK with a delay, 2) the other one is mating the bK, 3) another one is guarding a bK flight square. The thematic knight plays to d4 on W1, W2 and W3 move, while the two thematic pawns perform a 3/4 of an Albino each. Probably the first-ever cyclic active Zilahi in a non-twinning helpmate fourmover, here presented with delayed captures.

E55

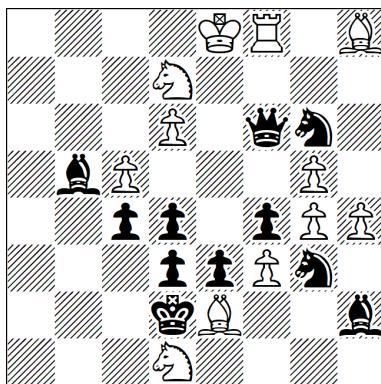


h#3,5 2.1.1... (4+6)

1.. Sc4 2. Re7+ f×e7 3. Sd8 e×d8=Q 4. Rx_c4 Qb6†
 (2. Sg7+? f×g7 3. Rh8+ g×h8=Q 4. Rx_b5 Qc3?)
 1... Sb5 2. Sg7+ f×g7 3. Rh8+ g×h8=Q 4. Rx_b5 Qc3†
 (2. Re7+? f×e7 3. Sd8 e×d8=Q 4. Rx_c4 Qb6?)

Anticipatory self-interferences on W1 lead to dual avoidance on B2. Cyclically changed roles of Rb7, Se6 and Rh4.

E56

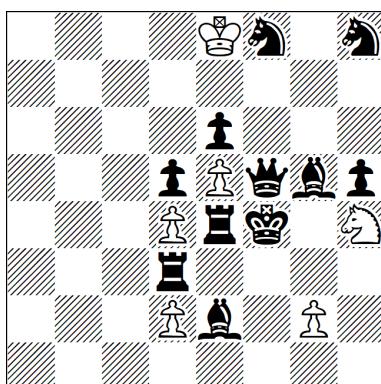


h#3,5 2.1.1... (12+11)

1...B×d3 2.Q×d6 B×d4 3.K×d3 Rf6 4.K×d4 R×d6†
 1...S×e3 2.Q×g5 R×f4 3.K×e3 Bf6 4.K×f4 B×g5†

Fourfold rendering of the required theme (two delayed sacrifices of white officers in each solution). The bQ is imitating the idea and is also being captured with a delay. Diagonal-orthogonal correspondence, extended Zilahi.

E57

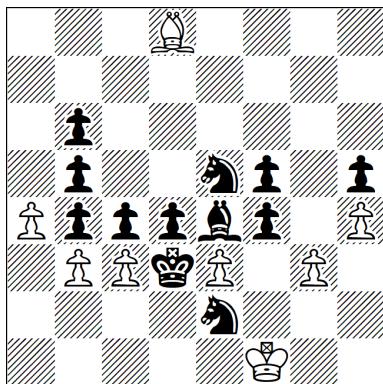


h#3,5 b) ♈ g2→f3 (6+11)

a) 1...g4 2.Rg3 Sf3 3.h×g4 Se1 4.Bf3 Sd3†
 b) 1...f×e4 2.Bg4 Sf3 3.d×e4 Sg1 4.Rf3 Se2†

Critical Grimshaw
 Three self-blocks in each solution
 Come-and-go play

E58

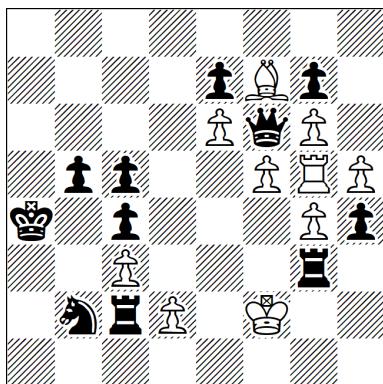


b) $\overset{\text{K}}{\text{f1}} \rightarrow \text{b1}$
c) $\overset{\text{K}}{\text{f1}} \rightarrow \text{a1}$

a) 1...e×f4 2.Ke3 g4 3.K×f4 Kf2 4.h×g4 Bg5†
 b) 1...c×d4 2.Bd5 e4 3.K×d4 Kc2 4.f×e4 B×b6†
 c) 1...c×b4 2.Kc3 a5 3.K×b4 Kb2 4.b×a5 Be7†

Two thematic moves in each solution.

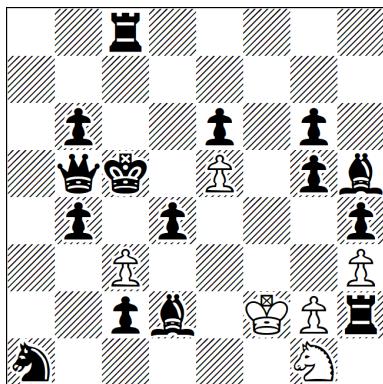
E59



b) ♠ b5 → a3 (10+11)

a) 1...Kf1 (Ke1?) 2.Q×e6 d3 3.Q×g6 R×g6 4.c×d3 Ra6†
b) 1...Ke1 (Kf1?) 2.Q×f5 d4 3.Q×g6 B×g6 4.c×d4 B×c2†

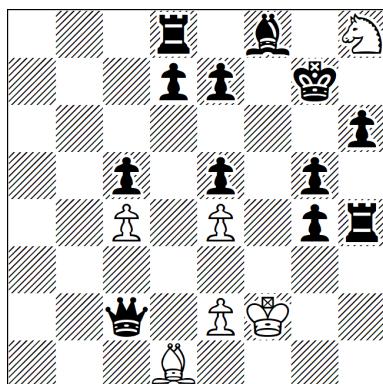
E60



h‡4 b) c8→a5 (6+15)

a) 1.Bd1 Se2 2.Rc6 Kf3 3.Bxe2+ Ke4 4.Bc4 cxd4†
b) 1.Qc6 Sf3 2.Rb5 Ke2 3.Bxf3+ Kd3 4.Bd5 cxd4†

E61

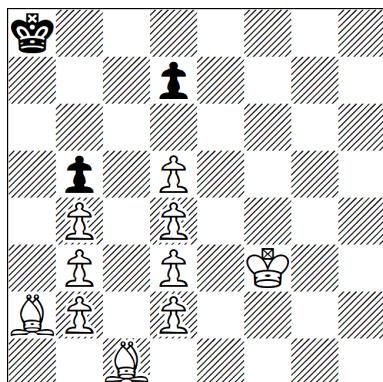


1...Sg6 2.Qxc4 Bb3 3.Kxg6 Bxc4 4.Kh5 Bf7†
1...Sf7 2.Qxe4 Bc2 3.Kxf7 Bxe4 4.Ke8 Bg6†

Theme shown by Black as well as by White.
Two sacrifices of wS and two mates by wB occur
reciprocally on f7 and g6.

h#3,5 2.1.1... (6+12)

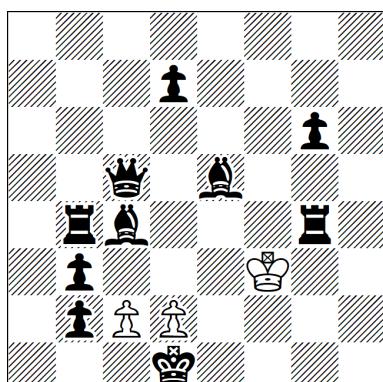
E62



1.Kb7 d6 2.Kc6 d5+ 3.Kxd6 (3.Kxd5?) d4 4.Kxd5 d3
5.Kxd4 Be3+ 6.Kxd3 Bb1†

h#6 (10+3)

E63

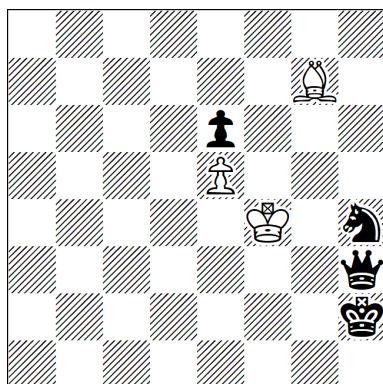


1.Bb5 c4 2.Kc2 Kxg4 3.Kd3 Kf3 4.Kxc4 Ke4 5.Bc3 d3†
1.d5 d4 2.Kd2 Kf2 3.Kc3 Ke1 4.Kxd4 Kd2 5.Re4 c3†

Follow-my-leader, exchange of functions, Zilahi, Avanta,
chameleon echo model mates.

h#5 2.1.1... (3+10)

E64



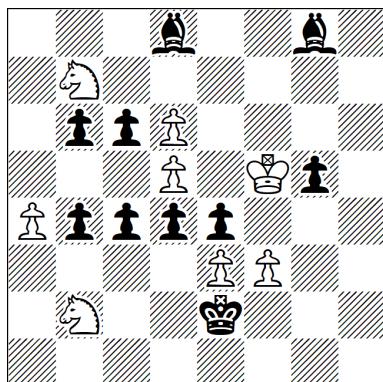
h#5

(3+4)

1.Sf5 Bh8 2.Sd6 e×d6 3.Q×h8 d7 4.Kh3 d8=R 5.Kh4 R×h8†

Underpromotion. Anticipatory sacrifices by both White and Black. Negative wL star, with three different reasons why other moves don't work. Kozhakin. Tempo tries.

E65



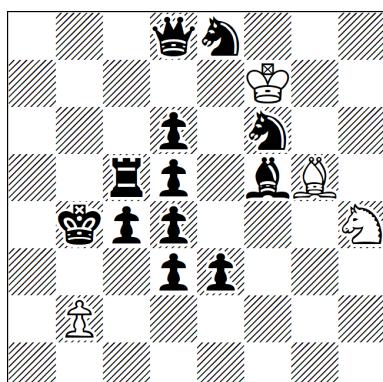
h#3,5

b) ♜b7→c7 (8+10)
c) ♜b7→d7

a) 1...S×c4 2.Kd3 Ke5 3.K×c4 Sa5+ 4.Kc5 e×d4†
b) 1...e×d4 2.Ke3 Sd3 3.K×d4 Sb5+ 4.K×d5 f×e4†
c) 1...f×e4 2.Kf3 Kg6 3.K×e4 Sf6+ 4.Ke5 S×c4†

Cyclic Zilahi, cycle of W1/W4 moves.

E66



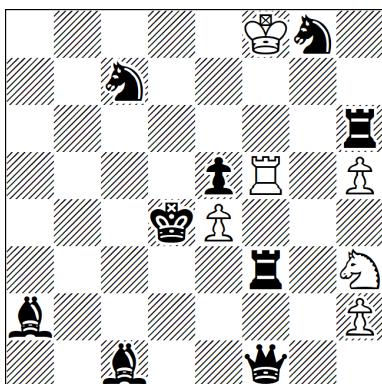
h#4

2.1.1... (4+12)

1.Se4 (1.Be4?) Bf6 2.c3 B×d4 3.Kc4 b3+ 4.K×d4 Sf3†
1.Bd7 (1.Sd7?) Sf5 2.Rc6 S×d6 3.Kc5 b4+ 4.K×d6 Bf4†

Zilahi
Kniest
Dual avoidance
Follow-my-leader
Distant self-blocks
Model mates

E67

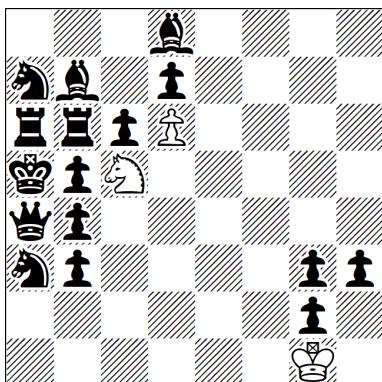


h#3,5 b) - ♜ e5 (6+9)

- a) 1...Sf4 2.Ke3 Rg5 3.Kxf4 h3 4.Be3 Rg4#
- b) 1...Sf2 2.Re6 Rf6 3.Ke5 h4 4.Kxf6 Sg4#

Two delayed white sacrifices with Zilahi; one-two step play by wPh2; model mates on the same square.

E68

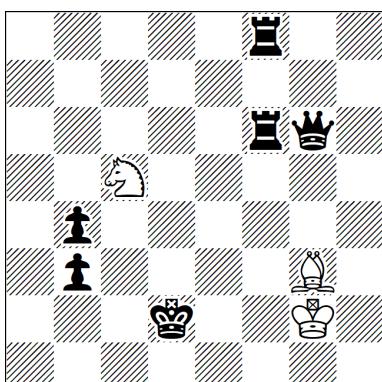


h#3,5 2.1.1... (3+16)

- 1...Sxa4 2.Bc7 dxc7 3.Kxa4 c8=S 4.Ra5 Sxb6#
- 1...Sxa6 2.Be7 dx e7 3.Kxa6 e8=S 4.Qa5 Sc7#

Kniest, Phoenix.

E69

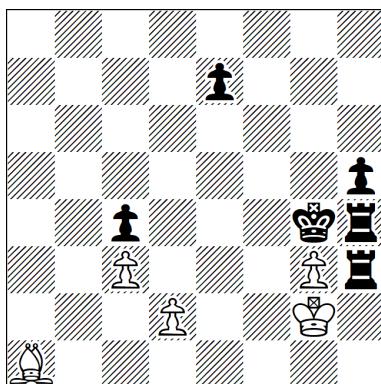


h#4 2.1.1... (3+6)

- 1.Qb1 Bf2 2.Kc1 Kf1 3.Rxf2+ Ke1 4.Rc2 Sd3#
- 1.Qc2 Bf4+ 2.Kc3+ Kf3 3.Rxf4+ Ke3 4.Rc4 Sa4#

Two self-blocks by bQ and bR.

E70



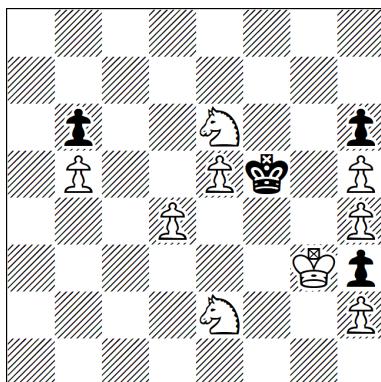
h#5

(5+6)

1.e6 g×h4 2.R×c3 d3 3.K×h4 Kf3 4.R×d3+ Kf4 5.Rh3 Bf6†

Kniest, Maslar.

E71



h#3,5

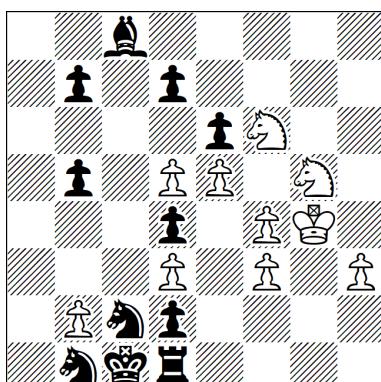
2.1.1...

(9+4)

1...S2f4 2.Ke4 Sg2 3.Kf5 Kf3 4.h×g2 Sg7†
1...Kf2 2.Kg4 Sc5 3.K×h5 Kg3 4.b×c5 Sf4†

Sacrifices to provide Black with a later tempo move.

E72



h#3,5

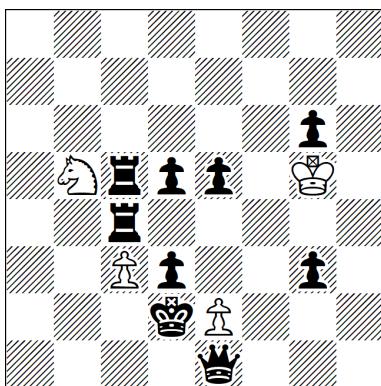
b) - ♘ d5

(10+11)

- a) 1...Sfe4 (S×e6?) 2.exd5 Se6 3.d×e4 Sc5 4.e×d3 S×d3†
(1...Sge4? 2.exd5 S×d7? self-pin)
- b) 1...Sge4 (S×d7?) 2.d5 Sd7 3.d×e4 Sc5 4.e×d3 S×d3†
(1...Sfe4? 2.d5 S×e6? self-pin)

The active pawn of the black half-battery annihilates wPd3, W1 anticipatory sacrifices, W2 follow-my-leader; the inactive pawn prevents dualistic route of the other knight. Reciprocal roles of black pawns and white knights, Zilahi. Though looking same in notation, the moves 3 and 4 are performed by different units.

E73

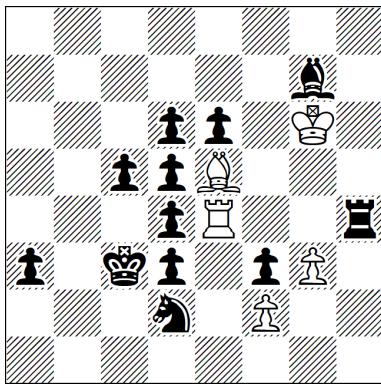


h†3,5 2.1.1... (4+9)

1...Sd4 2.K×c3 Kg4 3.K×d4 Kf3 4.Qc3 e3†
1...e4 2.Ke3 Kh4 3.K×e4 Kg4 4.Qe3 Sd6†

Interferences on the fourth row and Zilahi.

E74



h†3,5 b) ♔c3→c4 (5+12)

a) 1...R×d4 2.Re4 (2.Se4?) Bf4 3.K×d4 Bh6 4.Ke5 B×g7†
b) 1...B×d4 2.e5 (2.Be5?) Re1 3.K×d4 Rh1 4.Ke4 R×h4†

Active Zilahi and exchange of functions.

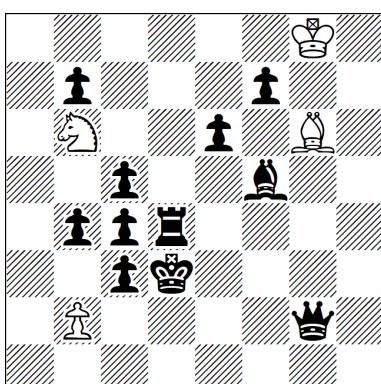
White battery formations and paradoxical destruction of newly formed batteries (Anti-Ziel element).

Black king is mated on the squares initially occupied by white bishop and rook.

Orthogonal-diagonal mates and distant self-blocks with dual avoidance.

Analogy of play between the two phases.

E75

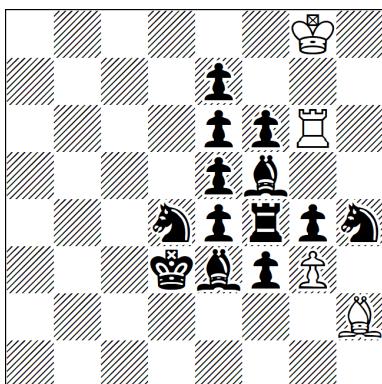


h†3,5 2.1.1... (4+11)

1...b×c3 2.Qd2 Bh5 3.K×c3 Bd1 4.Bd3 Sa4†
1...S×c4 2.Qd5 B×f5+ 3.K×c4 Bc2 4.b5 b3†

Zilahi, Kniest and Chumakov.

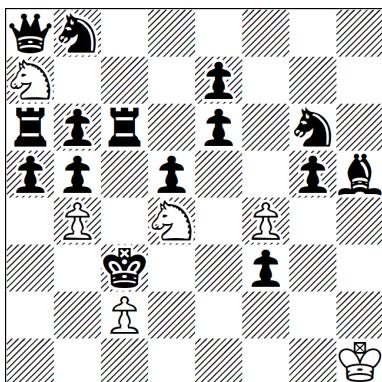
E76



h#4 b) ♔ h2→d2 (4+13)

- a) 1.Bg1 g×f4 2.Ke3 B×g1+ 3.K×f4 Rh6 4.Kg5 Be3†
- b) 1.Ke2 g×h4 2.Kf2 B×e3+ 3.Kg3 B×f4+ 4.K×h4 Rh6†

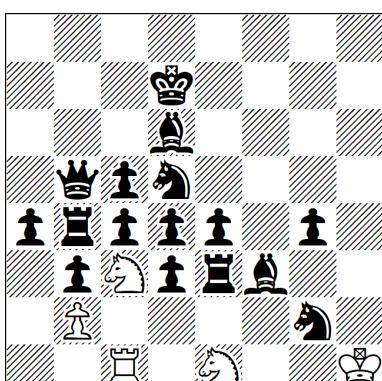
E77



h#3,5 2.1.1... (6+15)

- 1...S×f3 2.Rc4 Kg2 3.B×f3+ K×f3 4.Kd4 S×b5†
- 1...Sa×b5+ 2.Kc4 c3 3.a4 Sc2 4.K×b5 Sa3†

E78

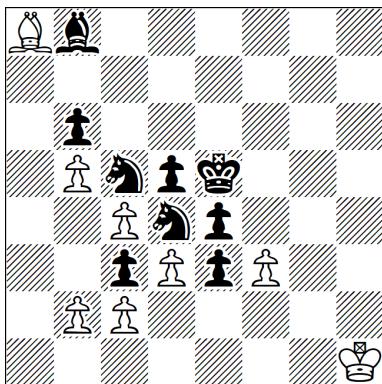


h#3,5 b) ♕ e3→c2 (5+16)
c) ♔ d7→h6

- a) 1...S×b5 2.Kc6 R×c4 3.K×b5 Sc2 4.K×c4 Sa3†
- b) 1...S×f3 2.Ke6 S×d4+ 3.Ke5 Re1 4.K×d4 R×e4†
- c) 1...Sc2 2.Kg5 S×e3 3.Kf4 Rc2 4.K×e3 S×d5†

The theme is shown four times, Zilahi, Kniest, Chumakov.

E79

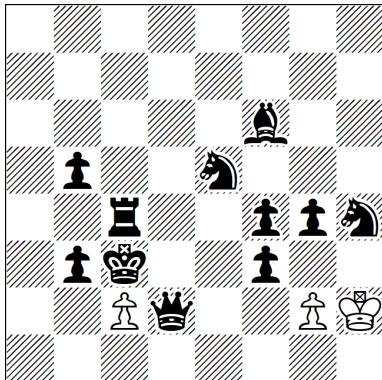


h#3,5 2.1.1... (8+9)

1...f×e4 2.Sf5 d4+ 3.K×e4 b×c3 4.Bf4 B×d5†
1...B×d5 2.Sc6 c5 3.K×d5 b4 4.Be5 f×e4†

Exchange of W1/W4 moves, Zilahi.

E80



h#6 (3+11)

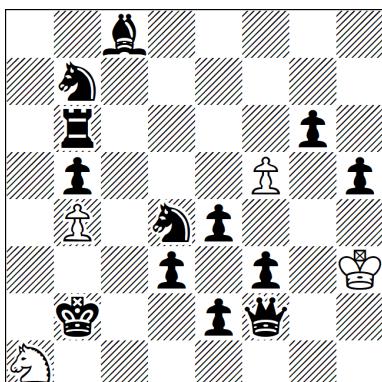
1.Rc5 Kg1 2.Kc4 g3 3.Qb4 Kf2 4.f×g3+ Ke3 5.Sd3 Ke4
6.Bc3 c×d3†

Theme by White (2...g3 and 4.f×g3+)

Pseudo-theme by Black (5.Sd3 and 6...c×d3†)

The black moves are played by six different pieces and none of them may be replaced by another of a different kind (the rook must be a rook, the queen must be a queen, and so on).

E81

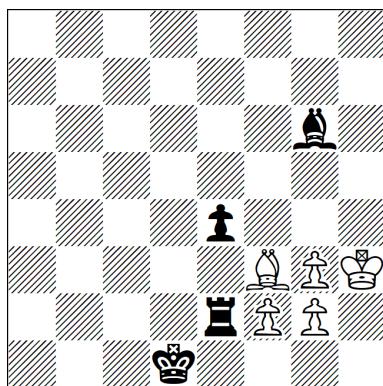


h#4,5 2.1.1... (4+13)

1...Sb3 2.Se6 (2.Re6?) f6 3.K×b3 (3.Kc2/Ka3?) f7 4.K×b4
f8=Q+ 5.Ka5 Qa3†
1...Sc2 2.Re6 (2.Se6?) f×g6 3.K×c2 (3.Kb3/Kc1?) g7 4.Kd2
g8=Q 5.Ke3 Qg5†

Tempo sacrifices, interference unpins with dual avoidance due to unblock, model mates.

E82



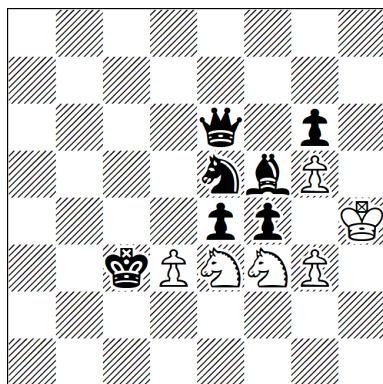
h#5

(5+4)

1.e3 Bh5 2.Be4 f3 3.Rf2 g4 4.Ke2 g3 5.Kxf3 g5†

Thematic move with unpinning motivation.

E83



h#3,5

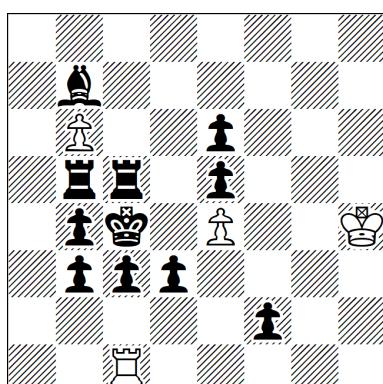
2.1.1...

(6+7)

1...dxe4 2.Kd3 gxf4 3.Kxe4 Sd2+ 4.Kxf4 Sg2†
1...Sxe5 2.Kd4 Sxf5+ 3.Kxe5 d4+ 4.Kxf5 g4†

Fourfold presentation of the theme, Zilahi, change of functions (Sf3/Pd3), 4 × Chumakov (Bf5, Se5 / Pe4, Pf4), one model mate, one ideal mate.

E84



h#3,5

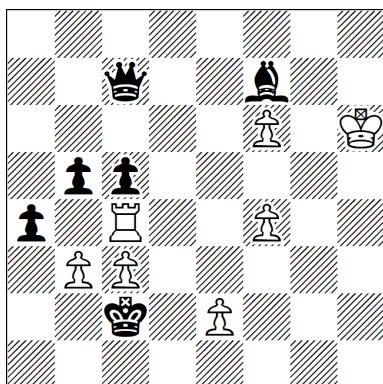
2.1.1...

(4+11)

1...Rg1 2.Bc8 b7 3.f×g1=B b×c8=S 4.Bd4 Sd6†
1...Re1 2.Ba8 b7 3.f×e1=R b×a8=Q 4.R×e4+ Q×e4†

Black mirrors White's theme of moving a piece to a square to be captured there after some delay. The delay in the capture of the wR in both solutions is somewhat paradoxical since it is legal for Black to capture immediately. Mixed AUW.

E85



h#3,5

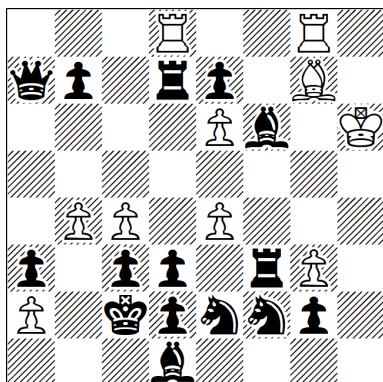
3.1.1...

(7+6)

1...Rxa4 2.Bg8 f7 3.Kxb3 fxg8=Q+ 4.Kxa4 Qa2#
 1...Rd4 2.Qe7 fxe7 3.Kxc3 e8=Q 4.Kxd4 Qe5#
 1...bx a4 2.Kb3 Rxc5 3.Kxa4 Rxc7 4.Bb3 Ra7#

In three solutions the theme is shown 4 times – three times by White and one time by Black.

E86



h#4

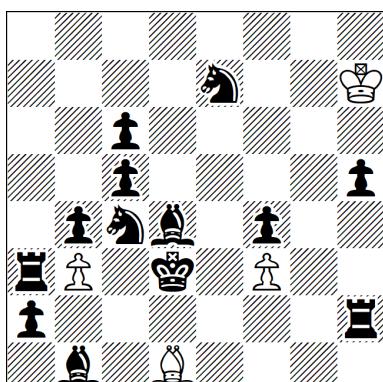
b) ♕g8

(10+15)

a) 1.Bh4 Bxc3 2.Rd4 Rd6 3.Kxc3 Rb6 4.Kxc4 Rc8#
 b) 1.Rc7 Rxd3 2.Bd4 Be5 3.Kxd3 Bf4 4.Kxe4 Bh7#

Exchange of functions of black pieces (Rd7, Bf6): line opening – line closing + blocking of d4 square.
 Exchange of functions of white pieces (Rd8, Bg7): delayed sacrifice – Bristol move + closing of a black line.

E87



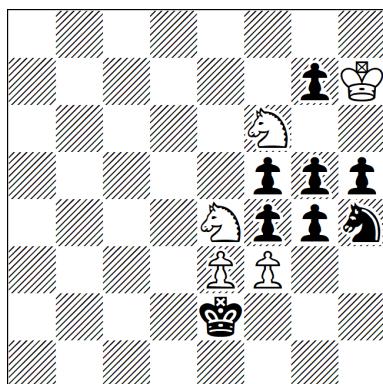
h#5

(4+13)

1.Sd5 bxc4 2.Rc3 Ba4 3.Bc2 Bxc6 4.Bb3 Bb7 5.Kxc4 Ba6#

Active white delayed sacrifice, check avoidance, Kniest, wB long trip, model mate.

E88

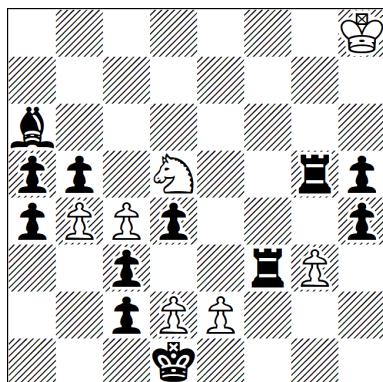


h†3,5 2.1.1... (5+8)

1...f×g4 2.Kf3 S×h5 3.K×g4 K×g7 4.K×h5 Sf6†
1...e×f4 2.Ke3 S×g5 3.K×f4 Sd5+ 4.K×g5 f4†

Zilahi (Se4, Pf3). Kniest (h5, g5). Chumakov (Pg4, Ph5). Kozhakin (f4). Model mates.

E89

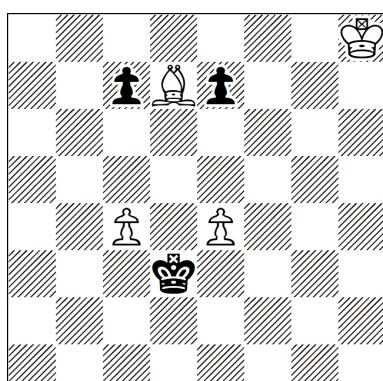


h†4,5 2.1.1... (7+12)

1...d×c3 2.Kd2 Se7 3.K×c3 b×a5 4.Kb4 c5 5.K×a5 Sc6†
1...e×f3 2.Ke2 g4 3.K×f3 g×h5 4.Kg4 Kh7 5.K×h5 Sf6†

Two thematic moves in each solution.

E90

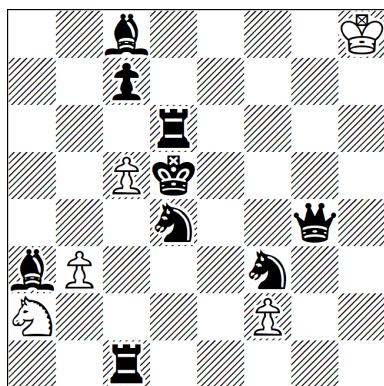


h†5,5 2.1.1... (4+3)

1...Bf5 2.e6 e5+ 3.e×f5 e6 4.Kc3 e7 5.Kb4 e8=Q 6.Ka5 Qb5†
1...Bb5 2.c6 c5+ 3.c×b5 c6 4.Kd4 c7 5.Ke5 c8=Q 6.Kf6 Qf5†

The square where the white unit is sacrificed in one phase is the mate square in the other phase. Model mates, miniature.

E91

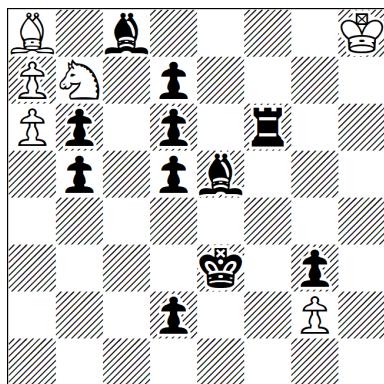


1...c6 2.Se5 f4 3.Rc×c6 f5 4.Bc5 Sc3†
1...c×d6 2.Qe4 Kg7 3.B×d6 Kf6 4.Rc5 Sb4†

Critical Grimshaw
Three self-blocks in each solution
Model mates

h†3,5 2.1.1... (5+9)

E92



1...S×d6 2.d4 Bf3 3.B×d6 a8=Q 4.R×f3 Q×f3†
1...Sc5 2.Kd4 Bc6 3.K×c5 a8=R 4.K×c6 R×c8†

Promotions. Model mates.

h†3,5 2.1.1... (6+11)