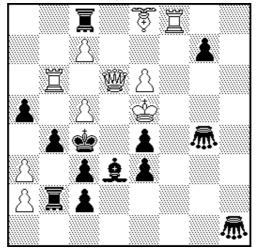
StrateGems 2021

(№ FB2040 in issue 96, October – December 2021)



#3 $^{\text{v}}$ $\mathbf{\bar{m}}$ = Grasshoppers (G) 10+13 (C+)

■ =Rookhoppers (RH) ■ =Bishopper (BH)

1.Rf3? **A** (2.Qd5# **C**) RHb5! **z** 2.Rf4? **B** (3.Qd4# **D**) Gd5! **x**

1.Rf4? **B** (2.Qd4# **D**) RHd2! 2.Rf3? **A** (3.Qd5# **C**) Gg8! **y**

1.c6! (2.R:b4+ a:b4 3.Q:b4#)

1...b:a3 2.Rf3 **A** (3.Qd5# **C**) Gg8 **y** 3.Qd4# **D**

1...Bd3~ 2.Rf4 **B** (3.Od4# **D**) Gd5 **x** 3.O:d5# **C**

1...RHb5 z 2.R:b5 (3.Qc5#, Rc5#) b:a3/Bd3~ 3.Qc5#/Rc5#

Deactivation of lines of black fairy pieces:

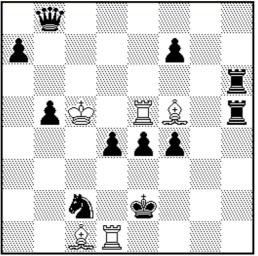
- 1...b:a3 deactivates the line b2-b5[-d5] which is used after the white deactivation of the line h1-d5 by the move 2.Rf3 because the bRHb2 cannot play on b5 and reach d5 for the purpose of protecting against the threat 3.Qd5# (then 2...Gg8 deactivates the line g4-d4 to allow the mate 3.Qd4#);
- 1...Bd3~ deactivates the line b2-d2[-d4] which is used after the white deactivation of the line g4-d4 by the move 2.Rf4 because the bRHb2 cannot play on d2 and reach d4 for the purpose of protecting against the threat 3.Qd4# (then 2...Gd5 deactivates the line h1-d5 to allow the mate 3.Q:d5#).

Change of functions of four white moves and of three black moves:

- W1 and W2 moves in the logical tries (1.A? RHb5! 2.B?; 1.B? RHd2! 2.A?) are W2 moves in the solution (1...b:a3 2.A; 1...Bd3~ 2.B);
- The mates in the logical tries (2.C#; 2.D#) are part of *pseudo le Grand* in the solution (1...b:a3 2.Rf3 (3.C#) Gg8 3.D#; 1...Bd3~ 2.Rf4 (3.D#) Gd5 3.C#);
- The 2nd-move refutations (1.Rf3? RHb5 2.Rf4? **x**!; 1.Rf4? RHd2 2.Rf3? **y**!) are 2nd-move actual defences (1...b:a3 2.Rf3, 2...**y**; 1...Bd3~ 2.Rf4, 2...**x**);
- The move by RH on b5 (z) is a try's refutation and a defence in the solution;
- The 1st-move defences in the thematic variations (1...b:a3/Bd3~) are 2nd-move "defences" after 1...RHb5 which separate the dual threat.

wR (instead of wPf2) has thematic advantage because of the 2-move zig-zag play in the tries.

1st Comm. *The Macedonian Problemist* 2021 (№ 2557 in issue 66, September-December 2021)



HS#3 2 solutions 5+11 (C+)

1.Bd2 Kd3 2.R:e4 Qf8+ 3.Re7+ R:f5#

1.Rd2+ Ke3 2.B:e4 Qc8+ 3.Bc6+ R:d5#

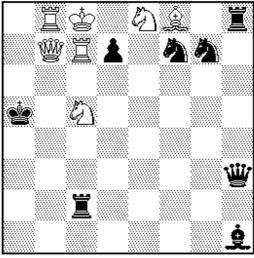
A strategic problem with:

- Grimshaw at the W1 move;
- arrival of the bK on d3 or e3 at the B2 move;
- reciprocal battery creation (R/B or B/R) at the W2 move;
- check to the wK at the B2 move;
- self-pinning of the white front battery piece at the W3 move; and
- pin mates by bRh5.

Exchanged functions of two pairs of white pieces:

- Bc1/Rd1 (interference / interfered and guard of a square; and *vice versa*);
- Re5/Bf5 (battery creation and play as a front battery piece / rear battery piece; and *vice versa*).

2nd Pr. *The Macedonian Problemist* 2021 (№ 2556 in issue 66, September-December 2021)



HS#2,5

b) bSg7=bBg7

'+8 (C+

1...S:e8! [Se6?] 2.S:d7 S:c7 3.Qb5+ S:b5#

1...B:f8! [Bd4?] 2.R:d7 B:c5 3.Qa7+ B:a7#

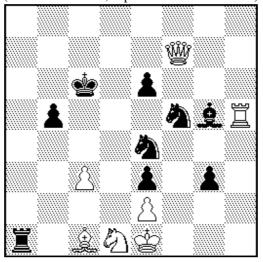
Annihilation of white pieces:

- turns the half-pin on the 8th rank into a pin (thus the thematic tries involving a different departure square aimed to c7 or c5 fail);
- creates a black battery (after the remaining initially half-pinned piece on the c-file has become self-pinned on d7), which delivers battery double pin mates.

Exchange of functions of two pairs of white pieces:

- Se8/Bf8 (captured / indirectly pinned; and *vice versa*);
- Rc7/Sc5 (captured / self-pinned; and *vice versa*).

2nd H.M. *The Macedonian Problemist* 2021 (№ 2558 in issue 66, September-December 2021)



HS#3,5 2 solutions

7+9(C+)

- 1...Kc5 2.S:e3 A S:e3 3.Q:e6 Sd1 4.Be3+ B S:e3#
- 1...Kd5 2.B:e3 B B:e3 3.Qc7 Bc1 4.Se3+ A B:e3#

After Black has accepted the white sacrifice on e3, the remaining black piece on the 5th row becomes pinned (the half-pin is indirect, because the bK has arrived on the half-pin line during the solution), so only the black piece which subsequently unpinned a white piece at the first row (thus creating a masked black battery) is able to arrive at e3 and deliver a battery mate.

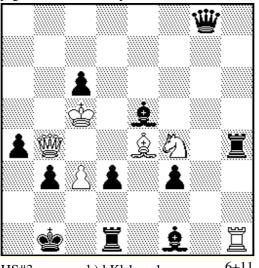
Play on the same square (e3) with:

- -Exchange of white 2nd and 4th moves;
- -Arrival of a white piece on e3 at the W4 move that has been vacated by a black piece at the B3 move (3...Se3-d1 4.Be3+; 3...Be3-c1 4.Se3+);
- Switchback of a black piece on e3 (B2/B4 moves).

Exchanged functions of two pairs of pieces:

- -wSd1/wBc1 (sacrificed at W2 move on e3 to allow a black piece to capture there / sacrificed on e3 at W4 move; and *vice versa*);
- -bSf5/bBg5 (black battery creation and play as a front battery piece/pinned; and *vice versa*).

3rd H.M. The Macedonian Problemist 2021 (original in article "Play on the same squares in HS#3", page 22 in issue 66, September-December 2021)



- HS#3
- b) bKb1→c1
- 6+11
- a) 1.Qa3 Qf8+ 2.Kc4 Be2 3.B:d3+ B:d3# [1...Bd6+? 2.Kd4 Rd2 3.B:d3+ Rc2!]
- b) 1.Q:b3 Bd6+ 2.Kd4 Rd2 3.S:d3+ R:d3# [1...Qf8+? 2.Kc4 Be2 3.S:d3+ Kd2!]

A strategic problem with a full harmony of the play in all white and black moves:

- W1 the wQ occupies squares around the bK;
- B1 the bQ or bBe5 give a check to the wK and releases a square adjacent to the wK in order to guard c5;
- W2 the wK walks into the half-pin line;
- B2 bBf1 or bRd1 turn the black half-pin into pin (indirectly pining the bRd1 or bBf1);
- W3 wBe4 or wSf4 sacrifice by checking the bK on d3;
- B3 bBf1 or bRd1 capture at d3 delivering a pin mate.

Mates – echo positions of the bK, wK and wQ.

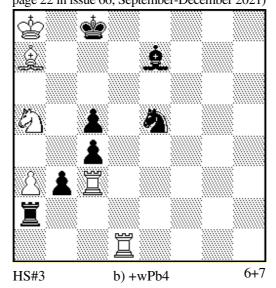
Exchange of functions of:

- wBe4/wSf4 (playing at W3 move / pinned);
- bBf1/bRd1 (playing at B2 move & mating / pinned);
- bQg8/bBe5 (active/ passive square control).

Play on the same square (d3) in the 3rd white and black moves.

Reciprocal dual avoidance at the B1 move.

3rd Comm. *The Macedonian Problemist* 2021 (original in article "Play on the same squares in HS#3", page 22 in issue 66, September-December 2021)



- a) 1.B:c5 **A** B:c5 2.S:c4 **B** B:<u>a3</u> 3.S:e5+ Bc5#
- b) 1.S:c4 **B** S:c4 2.B:c5 **A** S:<u>a3</u> 3.B:e7+ Sc4#

The "Mock" white third-pin and black half-pin are transformed into black and white batteries by means of *Monkey* theme (identical white and black combinations, both in terms of tactics and geometry):

W1/B1 – Sacrificial offer/capture of wB or wS;

W2/B2 – white/black battery creation; and

W3/B3 – battery check/mate.

Switchback of black pieces in the mates.

Play on the same square (a3) at the B2 move.

Exchange of white 1st and 2nd moves.

Exchanged functions of two pairs of pieces:

- wBa7/wSa5 (a captured piece / a front battery piece; and *vice versa*);
- bBe7/bSe5 (a front battery piece / a captured piece; and *vice versa*).