BEST PROBLEMS

Rassegna dei migliori problemi

diretta da **Antonio Garofalo**
Col sostegno dell'API (Associazione Problemistica Italiana)

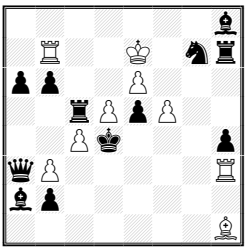
Anno XXX - n. 119

3°/2026 - July

Hanno collaborato a questo numero:
Sébastien Luce, Awani Kumar

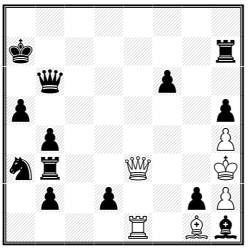
EDITORIALE

Pezzo forte del fascicolo, un interessante articolo del nostro collaboratore Sébastien Luce, con 17 problemi sulla condizione Einstein, condizione che invero al Redattore piace molto.
C'è spazio per qualche onorificenza italiana.



← Mario Parrinello
1st Prize *Pat a Mat* 2023
7b/1R2K1sr/pp2P3/2rPpP2/2Pk3p/qP5R/bp6/7B
H≠2 (9+12) C+ b) ♘b7

a) 1.♕a4 ♖d7 (♖c7?) 2.♖xd5 ♖xd5‡
1.♕a5 ♖c7 (♖d7?) 2.♖xc4 ♖xc4‡
b) 1.♖h6 ♘d6 (♘d8?) 2.♘xf5+ ♘xf5‡
1.♖h5 ♘d8 (♘d6?) 2.♘xe6 ♘xe6‡

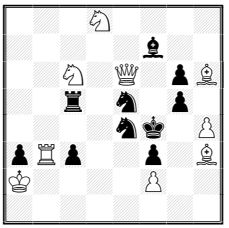


← Chris Feather, Antonio Garofalo, Santi Pirrone
5th Prize - Almiro Zarur MT 2024
8/k6r/1q3p2/p6p/1p5P/nr2Q2K/1p1p2pP/4R1Bb
H≠2 (6+13) C+ b) +♘d8 c) +♙c6
a) 1.♔a8 ♕f3+ 2.♕b7 ♖e8‡
b) 1.♔a6 ♕d3+ 2.♕b5 ♖e6‡
c) 1.♔b8 ♕g3+ 2.♕c7 ♖e8‡
Three direct unpins (bK) are followed by Pelle moves (wQ) and direct re-pins (bQ) in different pin-lines. Besides avoiding cooks, the pin of wQ affects the three solutions as it avoids duals: (1… Qxb6 in (a); 1… Qc5 in (b); 1… Qf4 in (c)). The repetition of mating move in (a) and (c) is acceptable as the mating positions are distinct.
(Judge: Ricardo de Mattos Vieira)

Contents

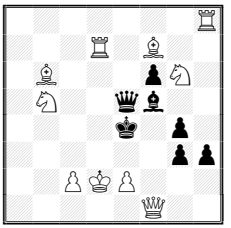
Inediti (Originals)

6184 - G. Sardella
Italia



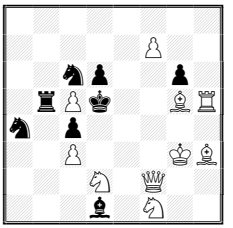
≠2 (9+10) C+

6185 - G. Doukhan
Francia



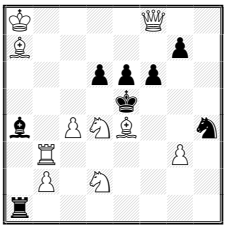
≠2 v (10+7) C+

6186 - G. Sardella
Italia



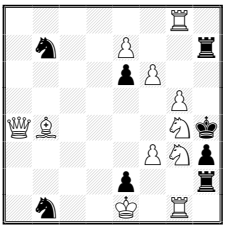
≠2 (10+8) C+

6187 - R. Paslack
Germania



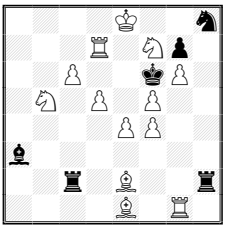
≠2* v (10+8) C+

6188 - R. Paslack
Germania



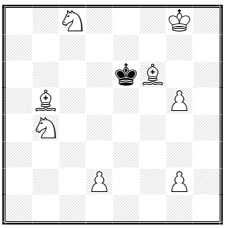
≠2 vvv (11+8) C+

6189 - A. Tarnawiecki & S. B. Dowd
Perù/USA



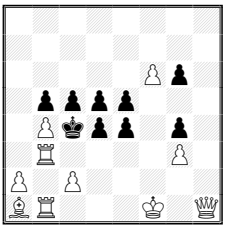
≠2 v… (13+6) C+

6190 - V. Cabrera
Cuba



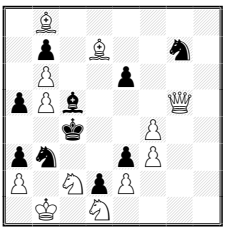
≠3 (8+1) C+

6191 - G. Doukhan
Francia



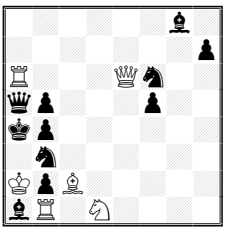
≠3 vvv (10+9) C+

6192 - Y. Gorbatenko & L. Makaronez
Russia/Israele



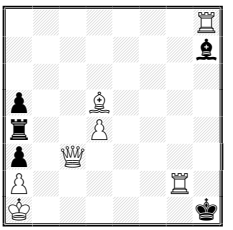
≠3 (12+10) C+

6193 - D. Gatti
Italia



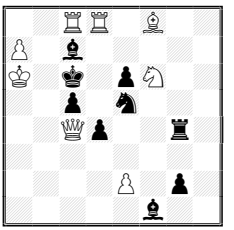
S≠2 vv (6+11) C+

6194 - D. Gatti
Italia



S≠2 vv (7+5) C+

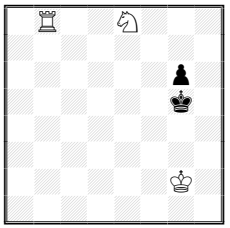
6195 - G. Jordan
Germania



S≠2 (8+9) C+

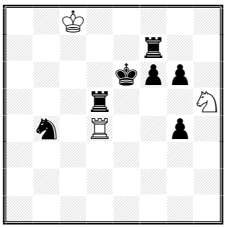
≠2, n. 6184-6189 (Judge 2026: NN)
≠3, n. 6190-6192 (Judge 2024-2026: Antonio Garofalo).
S≠2/3, n. 6193-6195 (Judge 2024-2026: Antonio Garofalo).

6196 - G. Bielefeldt
Cile



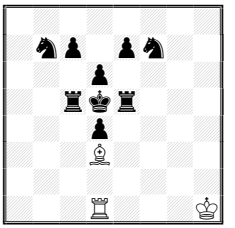
H≠2 (3+2) C+
2 sol.

6197 - E. Zimmer
Polonia



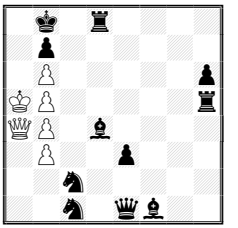
H≠2 (3+7) C+
4 sol.

6198 - S. Hudak
Slovacchia



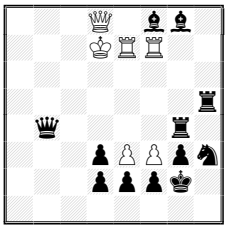
H≠2 (3+9) C+
4 sol.

6199 - D. Gatti
Italia



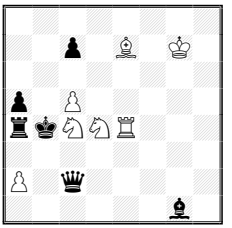
H≠2 (6+11) C+
5 sol.

6200 - E. Gavriliv
Ucraina



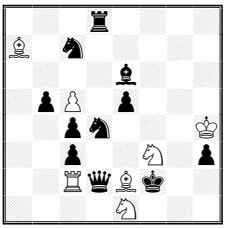
H≠2 (6+12) C+
b) ♔g2↔♟f2

6201 - R. Vieira
Brasile



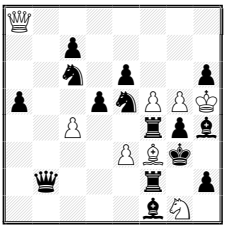
H≠2 (7+6) C+
2 sol.

6202 - R. Vieira
Brasile



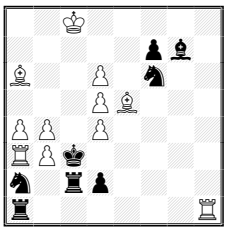
H≠2 (7+11) C+
b) ♗e2→d3

6203 - E. Gavriliv
Ucraina



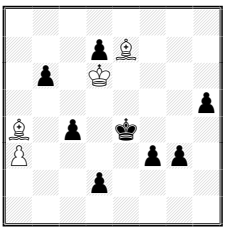
H≠2 (8+15) C+
4 sol.

6204 - Z. Labai & M. Svitek
Slovacchia/Rep. Ceca



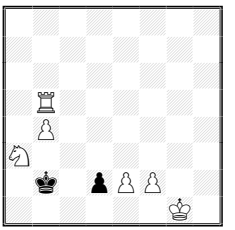
H≠2 (11+8) C+
2 sol.

6205 - A. Tarnawiecki
Perù



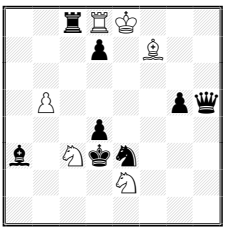
H≠2,5 (4+8) C+
2 sol.

6206 - S.B. Dowd & L. Echemendia
USA/Cuba



H≠2,5 (6+2) C+
2 sol.

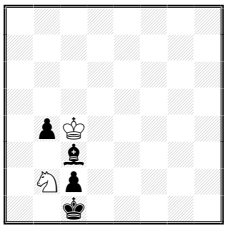
6207 - A. Onkoud
Francia



H≠2,5 (6+8) C+
2 sol.

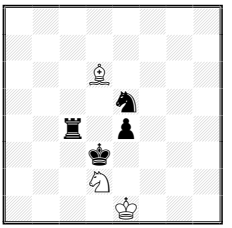
H≠2, H=2, n. 6196-6204 (Judge 2026: NN
H≠2,5/H≠3, H=2,5/H=3, n. 6205-6213 (Judge 2026: NN).

6208 - F. Magini
Italia



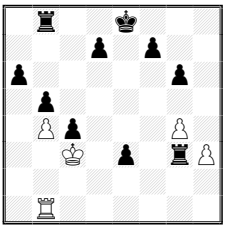
H≠3 (2+4) C+
2 sol.

6209 - V. Cabrera
Cuba



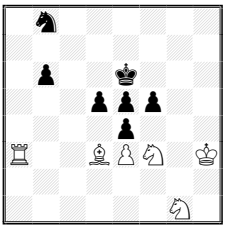
H≠3 (3+4) C+
2 sol.

6210 - S. Hudak
Slovacchia



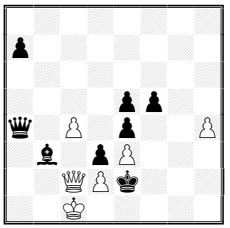
H≠3 (5+10) C+
2 sol.

6211 - A. Onkoud
Francia



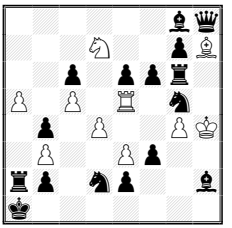
H≠3 (6+7) C+
2 sol.

6212 - D. Gatti
Italia



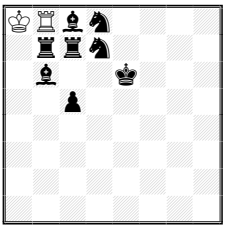
H≠3 (6+8) C+
2 sol.

6213 - E. Gavriliv
Ucraina



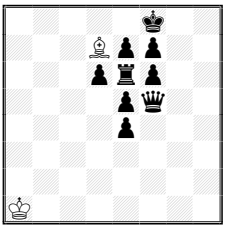
H≠3 (10+16) C+
2 sol.

6214 - M. Pevsner
Canada



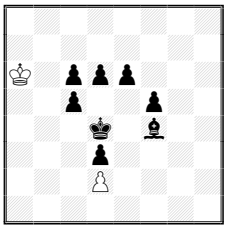
H≠4,5 (2+8) C+
2 sol.

6215 - D. Gatti
Italia



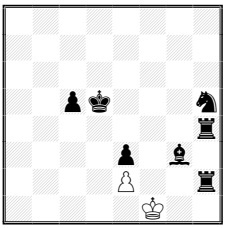
H≠5 (2+9) C+
1 sol.

6216 - L. Echemendia, M. Pevsner, S.B. Dowd
Cuba / Canada / USA



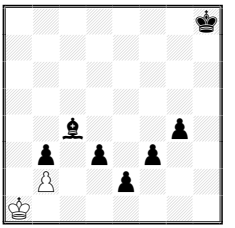
H≠6,5 (2+8) C+
b) ♟f5→b4

6217 - S. Luce
Francia



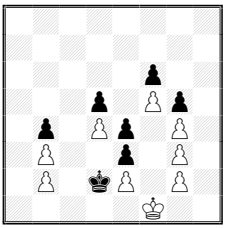
H≠7 (2+7) C+
1 sol.

6218 - F. Magini
Italia



H≠8 (2+7) C+
1 sol.

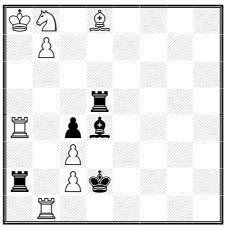
6219 - A. Onkoud
Francia



H≠8 (9+7) C+
2 sol.

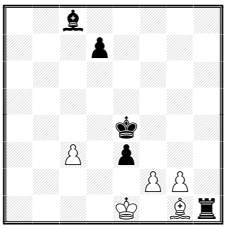
H≠2,5/H≠3, H=2,5/H=3, n. 6205-6213 (Judge 2026: NN).
H≠n, n. 6214-6219 (Judge 2026-2027: Antonio Garofalo).

6220 - N. Zujev
Lituania



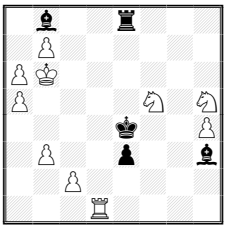
HS≠3 (8+5) C+
2 sol.

6221 - N. Zujev
Lituania



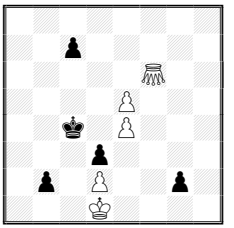
HS≠4 (5+5) C+
2 sol.

6222 - R. Vieira
Brasile



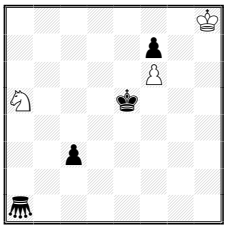
HS≠4 (10+5) C+
b) -♗h3, +♘f4

6223 - S. Luce
Francia



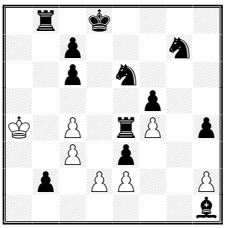
HS≠5,5 (5+5) C+
b) ♟c7→c3
PWC, 🛆=Grasshopper

6224 - L. Kekely
Slovacchia



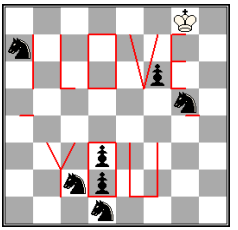
Serie-Reflex≠17 (3+4) C+
Dégradation
🛆=Grasshopper-2

6225 - R. Bedoni & S. Luce - Francia



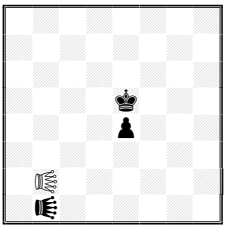
sd≠45 (7+12) C+
Alphabetic chess

6226 - S. Luce
Francia



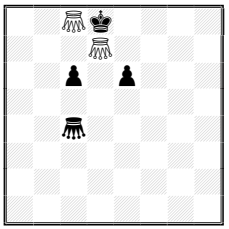
sd=21 (1+7) C+
Special Grid, Circe

6227 - S. Luce
Francia



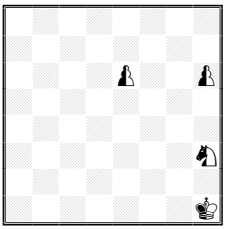
H≠6 (1+3) C+
b) translation a1-a2
Circé équipollent clône
🛆🛆=Elan/Moose

6228 - S. Luce
Francia



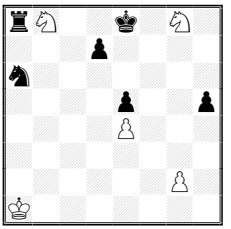
H≠5* (2+4) C+
Circe
🛆🛆=Grasshoppers

6229 - M. Grushko
Israele



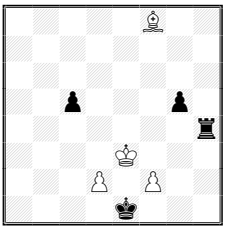
sh≠8 (0+0+4) C+
Einstein, Circe parrain, Phantom

6230 - L. Kekely
Slovacchia



sh≠16 (5+6) C+

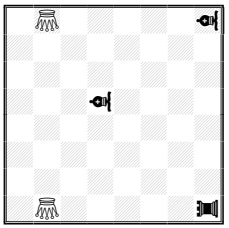
6231 - L. Kekely
Slovacchia



H≠2,5 (4+4) C+
2 sol.
Transmuting King

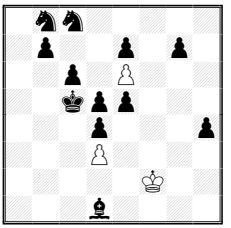
HS≠2/3/n, n. 6220-6223 (Judge 2026-2027: Antonio Garofalo).
Fairies n. 6224-6235 (Judge 2026: (NN).

6232 - V. Kotesovec
Rep. Ceca



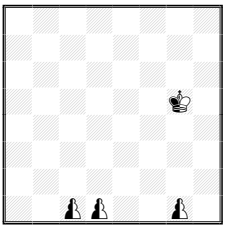
H=7 (2+3) C+
4 sol. - PWC
Vao, Pao,
Grasshopper

6233 - L. Kekely
Slovacchia



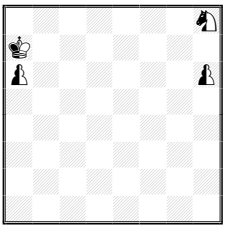
ss=26 (3+12) C+
Bicolore

6234 - M. Grushko
Israele



sh≠9 (0+0+4) C+
Einstein, Circe parrain, Phantom

6235 - M. Grushko
Israele



sh≠11 (0+0+4) C+
Einstein, Circe parrain, Phantom

Note agli inediti (Fairy elements)

sh = aiutomatto a serie (Serie helpmate/helpstalemate).
hs = helpselfmate.
sd = diretti a serie (Serie direct)
ss = serie selfmate

• **Alphabetic Chess (Alphabétiques):** Each move of either side must be by the piece occupying the first square in the order of a1, a2, a3...b1, b2, b3...c1, c2, c3... etc., which is able to make a legal move. Castling is permitted if the King has the right to make a legal alphabetical move, provided the usual other rules for that move are obeyed.

• **Bicolore:** Un camp est en échec si son Roi est menacé ou contrôlé. [Un colore è sotto scacco se il suo Re è minacciato o controllato.] [A side is in check if its King is threatened or controlled.]

• **Circe:** When captured, a piece (other than King) is reborn on its game-array square. Rook, Bishop and Knight are reborn on the square that is the same color as the square of the capture, Pawns on the file of the capture. If the game-array square is occupied, the captured piece disappears, as in a normal capture. Castling is permitted with a rebom Rook. Fairy pieces are regarded as being the result of promotion and so are reborn ori the promotion-square ori the file of the capture.

• **Circé équipollent clône**: Lorsqu'une pièce est capturée (Roi excepté, sauf indication contraire), elle prend la nature de la pièce capturante, puis elle doit effectuer le même mouvement que la pièce capturante à partir de la case où elle se trouvait avant la capture. Si elle arrive sur une case occupée ou en dehors de l'échiquier, la pièce capturée disparaît.

• **Circe Parrain:** A captured unit is reborn after the next single move on the square situated in a relationship to the capture-square that is equivalent to the departure and arrival squares of that single move, e.g. capture on e4 followed by move ♘g8-h6: rebirth on f2. If the rebirth square is occupied, or if it would be beyond the board-edge, the capture is normal. [Un pezzo catturato rinasce dopo la successiva singola mossa sulla casa che è in relazione alla casa di cattura in modo analogo alle case di partenza e arrivo della stessa singola mossa. Se avviene ad esempio una cattura in e4, seguita dalla mossa ♘g8-h6 la rinascita è in f2. Se la casa di rinascita risulta occupata o al di fuori della scacchiera, la cattura è normale.]

• **Dégradation:** Une pièce (Roi exclus) qui joue sur la 2° rangée de son camp se transforme en Pion. [Un pezzo - ♔ escluso - che muove sulla seconda traversa del suo campo viene degradato a ♙/♟]
• **Einstein Chess:** Units "grow" when they capture (♙→♘→♗→♖→♕) and "shrink" when they move without capturing (♕→♖→♗→♘→♙). Castling is permitted with reborn Rook but the Rook changes to a Bishop. If a white (black) Pawn on 7th (2nd) rank make a non-capturing move, fit does not change its status, i.e., remains a Pawn and loses its mobility. [**Einstein Chess:** Quando un pezzo muove senza catturare, scende di rango: ♕→♖→♗→♘→♙, mentre quando cattura sale di rango: ♙→♘→♗→♖→♕]
• **Phantom Chess:** Un pezzo (Re eccettuato) può giocare anche a partire dalla sua casa di rinascita (determinata secondo la modalità Circe) se è vuota.
• **PWC = PlatzWechselCirce:** A captured unit is reborn, according to **Circe** rules, on the departure square of the capturing unit. (Quando viene fatta una cattura, l'unità catturata viene piazzata nella casa del pezzo che l'ha appena catturata, in pratica scambiandosi il posto con il pezzo catturante.)
• **Special Grid:** Any piece, moving, has to cross at least one of the lines of the Grid drawn on the chessboard.
• **Transmuting King:** a King which, when in check, takes the power(s) of the checking unit(s) in place of its own.

• **Elan:** = **Moose.** Moves like a **Grasshopper** but turns 45 degrees on the hurdle.
• **Grasshopper:** Moves along Queen-lines over another unit of either colour to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected.
• **Grasshopper 2:** Muove come il Grasshopper ma cade due case dopo l'ostacolo. [It moves like the Grasshopper but falls two squares after the hurdle.]
• **Pao:** The Chinese Rook, which moves like a normal Rook but captures like a **Rook-Lion**.
• **Vao:** The Chinese Bishop, which moves like a normal Bishop but captures like a **Bishop-Lion**.

Soluzioni Inediti

Fascicolo n. 119

Commenti degli autori (Comments by Authors).

6184 - Giuseppe Sardella
3N4/5b2/2N1Q1pB/2r1n1p1/4nk1P/pRp2p1B/K4P2/8
1.♖b4! [2.♗xg5‡]
1…♖c4 2.♕xe5‡ 1…♘e5~ 2.♖xe4‡ 1…♘c4 2.♕g4‡ 1…♗xe6+ 2.♘xe6‡
Tema Rupp: La chiave auto-inchioda il pezzo A (♕e6) e inchioda il pezzo 'a' (♘e4).
La difesa disinchioda A (♖c4, ♘c4) e auto-disinchioda 'a' (♘e4).
In più c'è la correzione nera. (NdR)
6185 - Gérard Doukhan
7R/3R1B2/1B3pN1/1N2qb2/4k1p1/6pp/2PKP3/5Q2
1.♖e8? [2.♘c3‡ **A** 2.♖d4‡ **B** 2.♕f4‡ **C** 2.♗d5‡ **D** 2.♘d6‡ **E**] ma 1…♗e6!
1.♖h4! [2.♕f3‡]
1…♕c3+ 2.♘xc3‡ **A** 1…♕d4+ 2.♖xd4‡ **B** 1…♕f4+ 2.♕xf4‡ **C** 1…♕d5+ 2.♗xd5‡ **D**
1…♕d6+ 2.♘xd6‡ **E**
Fivefold Rudenko theme – Paradox: The Queen pin in try 1.♖e8? allows 5 threats which are mates after the ♟g4 pin in Real Play.

6186 - Giuseppe Sardella
8/5P2/2np2p1/1rPk2BR/n1p5/2P3KB/3N1Q2/3b1N2
1.♕f6! [2.♕xd6‡]
1…♖xc5 2.♗e6‡ **A** 2.♕e6‡ **B** 2.♘e3‡ **C**
1…dxc5 2.♕e6‡ **B** 2.♘e3‡ **C**
1…♘xc5 2.♘e3‡ **C**
1…♔xc5 2.♗e3‡
Un ricordo dell'Autore: «È iniziato tutto 50 anni fa quasi per gioco...e sono al mio primo mezzo secolo "di problemi"»
Tema Castellari 2, Stocchi, Chiave give and take. (NdR)

6187 - Rainer Paslack
K4Q2/B5p1/3ppp2/4k3/b1PNB2n/1R4P1/1P1N4/r7
1…d5 **x** 2.♕b8‡ **A** 1…f5 2.♕xg7‡
1.c5? [2.♕xd6‡]
1…♔xd4 **y** 2.♕xd6‡ **B** 1…♘f5 2.♘4f3‡ 1…♗c6+ 2.♘xc6‡ 1…f5 2.♕xg7‡
1…dxc5 2.♕xc5‡ ma 1…d5! **x** [2.♕d6? ♔xd4]
1.♖b6! [2.♕xd6‡]
1…d5 **x** 2.♖xe6‡ **C** 1…♔xd4 **y** 2.♖b5‡ **D** 1…♘f5 2.♘4f3‡ 1…♗c6+ 2.♘xc6‡
1…f5 2.♕xg7‡
Thema F, 4ª Sonderform, Aufbau einer w Batterie und Mattwechsel.
Thema F, 4ª forma speciale, costruzione di una batteria bianca e cambio di matti.

6188 - Rainer Paslack
6R1/1n2P2r/4pP2/6P1/QB4Nk/5PNp/4p2r/1n2K1R1
1.♘g4~? [2.♗~‡] ma 1…e5!
1.♘e5? [2.♗~‡]
1...♘d6 2.♗xd6‡ 1...♘a5 2.♗xa5‡ 1...♘c5 2.♗xc5‡ 1...♘d2 2.♗xd2‡ 1...♘a3 2.♗xa3‡
1...♘c3 2.♗xc3‡ ma 1...♖g2! (2.♗d6?)
1.♘e3? [2.♗~‡]
1...e5 2.♘ef5‡ 1...♘d6 2.♗xd6‡ 1...♘a5 2.♗xa5‡ 1...♘c5 2.♗xc5‡ 1...♘a3 2.♗xa3‡ 1...♘c3 2.♗xc3‡ 1...♘d2 2.♗xd2‡ ma 1...♖g7! (2.♗d2?)
1.♘h6! [2.♗~‡]
1...e5 2.♘hf5‡ 1...♘d6 2.♗xd6‡ 1...♘a5 2.♗xa5‡ 1...♘c5 2.♗xc5‡ 1...♘d2 2.♗xd2‡ 1...♘a3 2.♗xa3‡ 1...♘c3 2.♗xc3‡ 1…♖g2 2.♗d6‡ 1…♖g7 2.♗d2‡
Thema F, 3. Sonderform, sowie fortgesetzter Angriff; alle 6 Drohmatts werden differenziert
Tema F, 3a forma speciale, nonché attacco continuato; tutti i 6 controlli di minaccia sono differenziati.

6189 - Antonio Tarnawiecki & Steven B. Dowd
4K2n/3R1Np1/2P2kP1/1N1P1P2/4PP2/b7/2r1B2r/4B1R1
1.♘e5? [2.♘g4‡] ma 1…♖g2! 1.♘d4? [2.e5‡] ma 1…♖cxe2! 1.♘bd6? [2.e5‡] ma 1…♗b2!
1.♗g4? [2.e5‡] ma 1…♘xg6! 1.♘fd6? [2.e5‡] ma 1…♗b2! 1.♖g5? [2.e5‡] ma 1…♖hxe2!
1.♗d3! [2.e5‡]
1…♘xg6 2.♖xg6‡ 1…♘xf7 2.♖xf7‡ 1…♗b2 2.♖d6‡ 1…♗d6 2.♖xd6‡ 1…♖ce2 2.♗c3‡
1…♖he2 2.♗h4‡

6190 - Virginio Cabrera
2N3K1/8/4kB2/1B4P1/1N6/8/3P2P1/8
1.g3! Tempo 1…♔f5 2.♗e2 ♔e4 3.♘d6‡ 2…♔e6 3.♗g4‡ 2…♔g6 3.♘e7‡

6191 - Gérard Doukhan
8/8/5Pp1/1pppp3/1Pkpp1p1/1R4P1/P1P5/BR3K1Q
1.♕g2? Tempo, ma 1…cxb4!
1.♖c1? Tempo
1…g5 **x** 2.♕h7 d3 3.cxd3‡ 2…e3 3.♕d3‡ 2…cxb4 **c** 3.♕c7‡
1…cxb4 2.♕h7 ♔c5 3.♕c7‡ ma 1…e3!
1.♕h4? Tempo
1…d3 2.♕xg4 [3.cxd3‡] d2 3.♕e2‡ 2…d4 3.♕e6‡ 2…dxc2 3.♕e2‡ 2…cxb4 3.♕c8‡
2.cxd3+ exd3 3.♖c1‡
1…g5 **x** 2.♕xg4 d3 **a** 3.cxd3‡ 2…e3 **b** 3.♖c3‡ 2…cxb4 **c** 3.♕c8‡ 1…cxb4 2.♕h7 [3.♕c7‡]
♔c5 3.♕c7‡ ma 1…e3!
1.♕h2! Tempo
1…g5 **x** 2.♕d2 d3 **a** 3.♕c3‡ 2…e3 **b** 3.♕d3‡ 2…cxb4 **c** 3.♕xb4‡ 1…d3 **a**
2.cxd3+ exd3 3.♖c1‡
1…e3 **b** 2.♕e2+ d3 3.♕xd3‡/3.cxd3‡ 1…cxb4 **c** 2.♕h7 [3.♕c7‡] ♔c5 3.♕c7‡
All tries and Real play are zugzwang. After the thematic defence 1…g5 x we have a new zugzwang with changed suite.
After the Real Play key, we have:
• Tripled Babushka theme
• Three changed mates after the Babushka defences between 1.♕h4? and 1.♕h2!

6192 - Yuri Gorbatenko & Leonid Makaronez
1B6/1p1B2n1/1P2p3/pPb3Q1/2k2P2/pn2pP2/P1NpP3/1K1N4
1.♕e5! [2.♕c3+ ♔d5 3.♕xb3‡]
1…♘b~ 2.♕e4+ ♗d4 3.♕xd4‡
1…♘d4 2.♘dxe3+ ♔c3 3.♕xc5‡
1…♗d4 2.♕d6 [3.♘xa3‡] ♘c5 3.♕xd4‡ 2…♗b2 3.♘cxe3‡ 2…♗c5 3.♕d3‡
1…♗xb6 2.♕d6 [3.♘xa3‡] ♘c5 3.♕d4‡ 2…♗c5 3.♕d3‡
1…a4 2.♗d6 ♘a1 3.♕xc5‡ 2…♘b~ 3.♕xc5‡ 2…♘g~ 3.♕xe6‡ 2…♗d4 3.♘xa3‡
2…♗xb6 3.♘xa3‡ 2…♗xd6 3.♘dxe3‡ 2…♗b4 3.♘dxe3‡/3.♘cxe3‡

6193 - Daniele Gatti
6b1/7p/R3Qn2/qp3p2/kp6/1n6/KpB5/bR1N4
1.♕e1? [2.♗xb3+ ♗xb3‡]
1…♕xa6 2.♕xb4+ ♔xb4‡ ma 1…♘d5!
1.♕xf6? [2.♗xb3+ ♗xb3‡] ma 1…♕xa6!
1.♕e4! [2.♗xb3+ ♗xb3‡]
1…♘d5 2.♘c3+ ♘xc3‡ 1…♕xa6 2.♕xb4+ ♔xb4‡

6194 - Daniele Gatti
7R/7b/8/p2B4/r2P4/p1Q5/P5R1/K6k
1.♕d2? Tempo
1…♖c4 2.♕c1+ ♖xc1‡ 1…♖xd4 2.♕d1+ ♖xd1‡ ma 1…♖b4!
1.♕d3? Tempo
1…♖b4 2.♕b1+ ♖xb1‡ 1…♖xd4 2.♕d1+ ♖xd1‡ ma 1…♖c4!
1.♕c2! Tempo
1…♖b4 2.♕b1+ ♖xb1‡ 1…♖c4 2.♕c1+ ♖xc1‡ 1…♖xd4 2.♕d1+ ♖xd1‡

6195 - Gunter Jordan
2RR1B2/P1b5/K1k1pN2/2p1n3/2Qp2r1/8/4P1p1/5b2
1.e3! [2.♕b5+ ♗xb5‡]
1…♘d3 2.♕xc5+ ♘xc5‡ 1…♘xc4 2.♖d6+ ♘xd6‡ 1…d3 2.♕a4+ ♖xa4‡
Auflösung der Halbfesselung im Schlüssel mit einer Opferbahnung als Drohung.
In den Varianten 1x Linienöffnung, 1x Dentist und 1x Batterieaufbau

6196 - Germán Bielefeldt
1R2N3/8/6p1/6k1/8/8/6K1/8
1.♔g4 ♘g7 2.g5 ♖b4‡ 1.♔h4 ♘f6 2.g5 ♖h8‡

6197 - Eligiusz Zimmer
2K5/5r2/4kpp1/3r3N/1n1R2p1/8/8/8
1.♖e5 ♖d7 2.♖g7 ♘xg7‡ 1.♖d6 ♘g3 2.♘d5 ♖e4‡
1.♖dd7 ♖d5 2.♖de7 ♘f4‡ 1.♖g5 ♖e4+ 2.♔f5 ♘g3‡

6198 - Stanislav Hudak
8/1np1pn2/3p4/2rkr3/3p4/3B4/8/3R3K
1.♖c6 ♖b1 2.♔c5 ♖b5‡ 1.♖e6 ♖f1 2.♔e5 ♖f5‡
1.♔e6 ♖g1 2.♔f6 ♖g6‡ 1.♔c6 ♖a1 2.♔b6 ♖a6‡
• Echo x2 • Compass theme (West 2,2,4) • JT Onkoud 50 theme (double).
View in Helpmate Analyzer

6199 - Daniele Gatti
1k1r4/1p6/1P5p/KP5r/QP1b4/1P2p3/2n5/2n1qb2
1.♖xb5+ ♕xb5 2.♖e8 ♕xe8‡ 1.♕xb4+ ♕xb4 2.♖f8 ♕xf8‡
1.♘xb3+ ♕xb3 2.♖g8 ♕xg8‡ 1.♗a1 ♕xa1 2.♖h8 ♕xh8‡
1.♗xb6+ ♔xb6 2.♖c8 ♕a7‡
1. Rxb5+ Qxb5 2. Re8 Qxe8≠ [model mate] (1. Bxb5? Qxb5 2. Re8 – Queen is pinned by bRh5!]
1. Qxb4+ Qxb4 2. Rf8 Qxf8≠ [model mate] (1. Sxb4? Qxb4 2. Rf8 – Queen is pinned by bQe1!]
1. Sxb3+ Qxb3 2. Rg8 Qxg8≠ [model mate] 1. Ba1 Qxa1 2. Rh8 Qxh8≠ [model mate]
[Organized Disharmony – Rook moves backwards!] 1. Bxb6+ Kxb6 2. Rc8 Qa7≠

6200 - Evgeny Gavriliv
3Q1bb1/3KRR2/8/7r/1q4r1/3pPPpn/3pppk1/8
a) 1.♕f4 ♖e5 2.♔xf3 ♕a8‡ b) 1.♕e4 ♖f5 2.♔xe3 ♕b6‡
• Analogy (complete) • Anti-Bristol (black) × 2 • Anticipatory self-pin × 2 • Exchange of functions (wRe7/wRf7, Guard + Interfering / Passive pin) • Holzhausen interference × 2 • Transferred pin (bR) • Pin-mate × 2 • Mate on the white piece square × 2
View in Helpmate Analyzer

6201 - Ricardo De Mattos Vieira
8/2p1B1K1/8/p1P5/rkNNR3/8/P1q5/6b1
1.♗h2 ♘**a3** 2.♕xc5 ♘d**b5**‡ 1.♕h2 ♘**b5** 2.♗xc5 ♘c**a3**‡

6202 - Ricardo De Mattos Vieira
3r4/B1n5/4b3/1pP1p3/2pn3K/2p2N1p/2RqBk2/4N3
a) 1.♕e3 c6 2.♘xc6 ♗d3‡ b) 1.♘e2 ♗xe2 2.♕d6 cxd6‡
Anti-identical and yet coherent solutions that are connected by the move Be2-d3, which is the mating move in (a) and the twinning device.

6203 - Evgeny Gavriliv
Q7/2p5/2n1p2p/p2pnPPK/2P2rpb/4PBk1/1q3r1p/5bN1
1.♖xf5 ♕f8 2.♖f4 ♕xf4‡ 1.♗xg5 ♕d8 2.♗h4 ♕xh4‡
1.♖c2 ♕xa5 2.♗e2 ♕e1‡ 1.♖xc4 ♕h8 2.♘d4 ♕xe5‡

1.♖xf5 ♕f8 2.♖f4 (♖~?) ♕xf4≠ 1.♗xg5 ♕d8 2.♗h4 (♗~?) ♕xh4≠
1.♖c2 (♖~?/ ♗e2?) ♕xa5 2.♗e2 ♕e1≠ 1.♖xc4 (♖~?/ ♘d4?) ♕h8 2.♘d4 ♕xe5≠
• Active sacrifice (black) × 2 • Ambush (wQ) × 2 • Annihilation × 2 • AntiZielElement (B1, direct guard) × 2 • Cheney-Loyd theme (black) × 2 • Choice of move order (B1, interference avoidance, black-black) × 2 • Corner-to-corner (wQ) • Delayed Umnov (bR- wQ) • Delayed Umnov (bB- wQ) • Hideaway (bB, sacrificial) • Hideaway (bR, critical) • Hideaway (bR, critical capturing) • Hideaway (bR, sacrificial) • Sabra 26 theme × 2 • Sacrificial Bristol (black-white) × 2 • Switchback (bB, with captures, 1) • Switchback (bR, with captures, 1)
View in Helpmate Analyzer

6204 - Zoltán Labai & Miroslav Svitek
2K5/5pb1/B2P1n2/3PB3/PP1P4/RPk5/n1rp4/r6R
1.♘xb4 ♖b1 2.♘a2 b4‡ 1.♘xd5 ♖h4 2.♘f6 d5‡
• Ambush (wR) × 2 • Analogy (complete) • Exchange of functions (bSa2/bSf6, Interfering / Passive) • Exchange of functions (wPb3/wPd4, Mating battery firing / Passive) • Exchange of functions (wRa3/wBe5, Passive guard / Rear piece of mating battery)
• Square-clearance by capture × 2 • Switchback (bS, with captures, 1) × 2 • Umnov mate (bS-wP) × 2 • Battery mate × 2
View in Helpmate Analyzer

6205 - Antonio Tarnawiecki
8/3pB3/1p1K4/7p/B1p1k3/P4pp1/3p4/8
1…♗xd7 2.♔f4 ♔e6 3.♔g4 ♔e5‡ 1…♗f6 2.♔d3 ♔e5 3.♔c3 ♔e4‡
• Ambush (wB) × 2 • Analogy (good) • Exchange of functions (wBa4/wBe7, Passive guard / Rear piece of mating battery) • JT Navon 90 theme • Many-ways (wK, 2) • Final position: Battery mate × 2; Royal battery mate × 2; Mate from the initial bK square × 1
View in Helpmate Analyzer

6206 - Steven B. Dowd & Luis Echemendia
8/8/8/1R6/1P6/N7/1k1pPP2/6K1
1…f3 2.♔c3 ♖c5+ 3.♔d4 ♘c2‡ 1…♖d5 2.d1=♘ ♖d2+ 3.♔c1 ♖c2‡
• Ascenso(s) • Compañero modelo × 2 • Compañeros en la misma casilla × 2
Características adicionales: • BK solo se mueve • Elección del orden de movimiento (B2, evitar la captura, blanco-negro) • Elección del orden de movimiento (W1, huida-evitación de guardia, blanco-negro) • Autobloqueo distante • Viaje largo (wR, 3)
View in Helpmate Analyzer

6207 - Abdelaziz Onkoud
2rRK3/3p1B2/8/1P4pq/3p4/b1Nkn3/4N3/8
1…♖xc8 2.♕xe2 ♗d5 3.♕d2 ♗e4‡ 1…♗xh5 2.♖xc3 ♖xd7 3.♖c2 ♖xd4‡
• Chumakov theme (qp, 2) • Exchange of functions (bQh5/bRc8, Captured/Self-block) • Exchange of functions (wBf7/wRd8, Guard/Mate) • Exchange of functions (wSe2/wSc3, Captured/Passive guard) • Model mate × 2
View in Helpmate Analyzer

6208 - Fabio Magini
8/8/8/8/1pK5/2b5/1Np5/2k5
1.♗e1 ♘a4 2.♔d1 ♔d3 3.c1=♖ ♘b2‡ 1.♔b1 ♔b3 2.c1=♖ ♘c4 3.♗a1 ♘d2‡
• Echo mates (mirrored vertically, 2, 0) • Promotion (rr) • Switchback (wS, captureless, 1)
• Model mate × 2 • Epaulette mate × 2 • Minimal • Miniature
View in Helpmate Analyzer

6209 - Virginio Cabrera
8/8/3B4/4n3/2r1p3/3k4/3N4/4K3
1.♘g6 ♘xc4 2.♘f4 ♘e5+ 3.♔e3 ♗c5‡ 1.♖c2 ♘b3 2.♘c4 ♗e5 3.e3 ♘c5‡
6210 - Stanislav Hudak
1r2k3/3p1p2/p5p1/1p6/1Pp3P1/2K1p1rP/8/1R6
1.♖b6 ♖a1 2.♖e6 ♖xa6 3.♖e7 ♖a8‡ 1.♖xg4 ♖g1 2.♖e4 ♖xg6 3.♖e7 ♖g8‡
Rook and Rook
6211 - Abdelaziz Onkoud
1n6/8/1p2k3/3ppp2/4p3/R2BPN1K/8/6N1
1.exd3 ♘xe5 2.♔xe5 ♖a7 3.♔e4 ♖e7‡ 1.exf3 ♗xf5+ 2.♔xf5 ♘e2 3.♔e4 ♘g3‡
• Active sacrifice (white) × 2 • Distant self-block × 2 • Exchange of functions (bPe5/bPf5, Captured / Passive self-block) • Exchange of functions (wSg1/wRa3, Mate / Passive guard) • Chumakov theme (p-p, simplified, 2, 2) • Many-ways (bK, 2) • Model mate × 2
View in Helpmate Analyzer
6212 - Daniele Gatti
8/p7/8/4pp2/q1P1p2P/1b1pP3/2QPk3/2K5
1.f4 ♕xb3 2.f3 ♕xa4 3.f2 ♕d1‡ 1.♔f3 ♕xd3 2.♔g4 ♕d8 3.♔h5 ♕g5‡
Thematic content by Author: (+View in Helpmate Analyzer)
• *Amazon theme x 2* = (The white queen is making every move for her side. No less than three moves are required.)
• *Azemmour 7 theme* (white monopoly, black anti-monopoly) • BK moves only • Hesitation (wQ) • Long-trip (wQ, 3) x 2
• *Wigwag (wQ) x 1* = (In the initial position a linear piece stands on square X. It moves along any line and later the same piece moves along the same line in an opposite direction, passing through the square X.)
6213 - Evgeny Gavriliv
6bq/3N2pB/2p1ppr1/P1P1R1n1/1p1P2PK/1P2Pp2/rp1np2b/k7
1.♖xa5 ♘xf6 2.♖xc5 ♖xc5 3.♖xf6 (♖h6+?) ♖a5‡
1.♘xb3 ♖xg5 2.♘xc5 ♘xc5 3.♖xg5 (♖h6+?) ♘b3‡
• Active sacrifice (black) × 2 • Active sacrifice (white, delayed) × 2 • AntiZielElement (B2, direct guard) × 2 • Delayed Umnov (bR- wR) • Delayed Umnov (bS- wS) • Enabling hideaway (white-black) × 2 • Exchange of functions (wRe5/wSd7, Mate / Sacrifice) • Helledie theme × 2 • Hideaway (bR, capturing) × 2 • Play on same square (B2, 2) • Play on same square (W2, 2) • Square-clearance by capture × 2 • Simple choice of move order (B1, enabling W2) × 2 • Unblocking sacrifice x 4 • Zilahi (active, RS, 2) • Model mate × 2
View in Helpmate Analyzer
6214 - Mark Pevsner
KRbn4/1rrn4/1b2k3/2p5/8/8/8/8
1…♖xb7 2.♘f8 ♔b8 3.♗a7+ ♔xc7 4.♔f7 ♔d6+ 5.♔e8 ♖e7‡
1…♖xc8 2.♘f7 ♖f8 3.♔e7 ♖xf7+ 4.♔d8 ♖e7 5.♔c8 ♖e8‡
• Active sacrifice (black, delayed) • Ambush (wR) • Annihilation • Hideaway (bB, checking) • Hideaway (bS, sacrificial) • Kniest theme • Many-ways (wR, 2) • Epaulette mate
View in Helpmate Analyzer
6215 - Daniele Gatti
5k2/3Bpp2/3prp2/4pq2/4p3/8/8/K7
1.♕f3 ♗xe6 2.♔e8 ♗d5 3.♔d7 ♗xe4 4.♔e6 ♗b7 5.♕d5 ♗c8‡
• Ambush • Annihilation • Bristol • Hesitation • Kniest • Model mate
View in Helpmate Analyzer

6216 - Luis Echemendia, Mark Pevsner & Steven B. Dowd
8/8/K1ppp3/2p2p2/3k1b2/3p4/3P4/8
a) 1…♔b6 2.♗e3 dxe3+ 3.♔e5 e4 4.♔f6 exf5 5.♔e7 fxe6 6.♔d8 e7+ 7.♔c8 e8=♕‡
b) 1…♔a5 2.b3 ♔a4 3.b2 ♔b3 4.♔d5 ♔c3 5.b1=♘+ ♔xd3 6.♘c3 dxc3 7.♗e5 c4‡
Echo diagonal-orthogonal, Chumakov, Model mates, Ceriani-Frolkin, Excelsior (Winchloe)
6217 - Sébastien Luce
8/8/8/2pk3n/7r/4p1b1/4P2r/5K2
1.♗e5 ♔e1 2.♘g7 ♔d1 3.♖h6 ♔c2 4.♖c6 ♔d3 5.♖hh6 ♔xe3 6.♖hd6 ♔d3 7.♘e6 e4‡
A very rare case of double black Bristol, with change of direction of the black Rooks in H≠n.
Four self-blocks. White royal march, ending by a switchback e3-d3 to allow the pawn mate.
6218 - Fabio Magini
7k/8/8/8/2b3p1/1p1p1p2/1P2p3/K7
1.e1=♗ ♔b1 2.♗c3 bxc3 3.♗g8 c4 4.f2 c5 5.f1=♗ c6 6.♗g2 c7 7.♗e4 c8=♕ 8.♗eh7 ♕c3‡
• Anticipatory interference (black-white) • Check prevention (black-black) • Enabling tempo (black-white) • Excelsior (white, slow) • Linear cycle (wP, captureless, 6) • Phoenix • Promotion (Qbb) • Model mate
View in Helpmate Analyzer
6219 - Abdelaziz Onkoud
8/8/5p2/3p1Pp1/1p1Pp1P1/1P2p1P1/1P1kP1P1/5K2
1.♔d1 ♔g1 2.♔e1 ♔h2 3.♔f2 ♔h1 4.♔xg3 ♔g1 5.♔xg4 ♔h1 6.♔xf5 ♔h2 7.♔f4 ♔h3 8.f5 g3‡
1.♔c2 ♔e1 2.♔xb3 ♔d1 3.♔c4 ♔c2 4.♔xd4 ♔b3 5.♔e5 ♔xb4 6.d4 ♔c5 7.d3 exd3 8.e2 d4‡
• Active sacrifice (black) • Areal cycle (wK, captureless, 3) • Enabling tempo (white-black) • Exchange of functions (wPg3/wPd4, Captured / Passive guard) • Hesitation (bK), Hesitation (wK) × 2 • Switchback (wK, with captures, 2) • Tempo maneuver (wK, waiting, 2) • Tempo move (bK, waiting), Tempo move (bP, waiting) • Umnov différé • Tempo move (wK, zugzwang avoidance) • Zalokotsky theme (bK/wK, mixed, 2) • Model mate × 2
View in Helpmate Analyzer
6220 - Nikolaj Zujev
KN1B4/1P6/8/3r4/R1pb4/2P5/r1Pk4/1R6
1.♗a5 ♖d8 2.♖ab4 ♔xc3 3.♖4b2+ ♖xa5‡ 1.♖xa2 ♖c5 2.♔a7 ♔xc3 3.♗a5+ ♖xa5‡
6221 - Nikolaj Zujev
2b5/3p4/8/8/4k3/2P1p3/5PP1/4K1Br
1.♔d1 d6 2.♔c2 ♗f5 3.♗h2 ♖b1 4.f3+ ♔d5‡ 1.♔e2 d5 2.♗h2 ♗h3 3.g4 ♗g2 4.f3+ ♗xf3‡
6222 - Ricardo De Mattos Vieira
1b2r3/1P6/PK6/P4N1N/4k2P/1P2p2b/2P5/3R4
a) 1.♖d8 ♖e5 2.♘d6+ ♔d4 3.♘f6 ♗d7 4.♘b5+ ♖xb5‡
b) 1.♖d5 ♖c8 2.♘d4 ♖xc2 3.♘g3+ ♔d3 4.♘b5+ ♘xd5‡
Each of the three thematic pieces (wR, wS and bK) moves to different squares on the same line (d-file). The last white move presents one arrival square, two departure squares and different motivations (active sacrifice and block).
6223 - Sébastien Luce
8/2p5/5^Q2/4P3/2k1P3/3p4/1p1P2p1/3K4
a) 1…c5 2.♔e1 b1=♕+ 3.♔f2 ♕b8 4.♕f1+ ♔d4 5.♔f3 ♕xe5(♕b8) 6.♕bf4+ ♕xf4(♕e5)‡
b) 1…g1=♗ 2.♕d4 ♔xd4(♕c4) 3.♕e2 dxe2(♕d3)+ 4.♔xe2(♘d1) b1=♕ 5.♕xd1(♘d3) ♘c5 6.d3+ ♕xd1(♕b1)‡

In a) self-blocks by black pawn on c5. Black b-pawn will be the only promoted pawn, to Queen. White King goes on the right, and the Grasshopper uses it as a hurddle to go to f1, controlling the flight c4. Self-block with capture on e5 by black Queen, provoking the "assisted promotion" of the pawn to Grasshopper on b8. On the lateral check on fourth rank of the Grasshopper, black has to capture it, with a vertical mate on the f-file. 7.Kxg2(f3) would be a self-check.
In b) this time, it is the g-pawn which is promoted first, to Bishop (to Queen, it will be mate!). The Grasshopper plays on e2, is captured by d3 pawn which is captured by white King same square (Zajic theme). It also provokes an assisted promotion to Knight on d1 which self-blocks after c5, thanks to the help of white Grasshopper.
The promotion of the b-pawn to Queen only happens on move four (exchange of 2nd and 4th black moves). On the frontal check of Grasshopper d1, provoked by the advance of white d-pawn, black Queen has to capture the Grasshopper with a mate on the diagonal d1-h5. 7.Kxe5(d4) would be a self-check.

6224 - L'ubos Kekely

7K/5p2/5P2/N3k3/8/2p5/8/^q7

1.♘b3 2.♘d2(♙) 3.dxc3 4.c4 5.c5 6.c6 7.c7 8.c8=♗ 9.♗e6 10.♗xf7 11.♗e8 12.f7 13.f8=♖ 14.♖c8 15.♖g8 16.♗g6 17.♗h7 ♔f6‡

6225 - Roméo Bedoni & Sébastien Luce

1r1k4/2p3n1/2p1n3/5p2/K1P1rP1p/2P1p3/1p1PP2P/7b

1.♔a3 2.♔a2 3.♔b1 4.♔c2 5.♔d1 6.c5 7.c4 8.♔e1 9.d4 10.d5 11.d6 12.d7 13.♔f1 14.♔g1 15.♔xh1 16.♔g2 17.♔h3 18.♔xh4 19.h3 20.♔g3 21.♔g2 22.♔f1 23.♔e1 24.♔d1 25.♔c2 26.♔b1 27.♔a2 28.♔a3 29.♔a4 30.♔a5 31.♔a6 32.♔a7 33.♔xb8 34.♔b7 35.♔xc6 36.♔d5 37.c6 38.c5 39.h4 40.h5 41.h6 42.h7 43.h8=♗ 44.♗xg7 45.♗f6‡

The idea is to capture black h4 pawn with white King, then to return to be incarcerated on the center, allowing the white Excelsior to Bishop of the h-pawn, and mate by the Bishop. The rundlauf a4-a4 also includes a small one, in parallelogram g2-h3-h4-g3.

6226 - Sébastien Luce

6K1/n7/5p2/6n1/8/3p4/2np4/3n4

1.♔g7 2.♔xf6(f7) 3.♔xg5(♘b8) 4.♔g4 5.♔f3 6.♔e4 7.♔xd3(d7) 8.♔xc2(♘g8) 9.♔xd1 10.♔xd2 11.♔c3 12.♔b4 13.♔a5 14.♔b6 15.♔xa7 16.♔xb8 17.♔c7 18.♔xd7 19.♔e8 20.♔xf7 21.♔xg8=

Sometimes, it is possible to say it…with a chess composition!

Complete white King rundlauf, including three different "zigzags" g4-f3-e4-d3, then a5-b6-a7-b8, at last d7-e8-f7-g8, to capture all the black pieces. Four of them are captured twice.
Special Grid: Any piece, moving, has to cross at least one of the lines of the Grid drawn on the chessboard.

6227 - Sébastien Luce

8/8/8/4k3/4p3/8/1>Q6/1>q6

a) 1.ELc3 ELd3+ 2.exd3(c2) cxd3(e4) 3.♔f6 dxe4(f5) 4.♔g7 exf5(g6) 5.ELg8 fxg6(h7) 6.♔h8 g7‡

b) 1.ELc4 ELd4+ 2.exd4(c3) cxd4(e5) 3.♔f7 dxe5(f6) 4.ELf8 exf6(g7) 5.♔g8 fxg7(h8) 6.h7 gxf8=♕‡

White Moose is offered as a capture to the black pawn. It provokes the transformation of the white Moose to a pawn. Then the two pawns go back along their diagonal. The mate is reached without promotion in the first twin with two self-blocks, and with promotion in the second with one self-block.

Equipollent Circe clone: = When a piece is captured, it takes the nature of the capturing piece, then has to make the same movement as the capturing piece from the square where it was located before the capture. If it arrives on an occupied square or out of the board, the captured piece vanishes.

6228 - Sébastien Luce

2^Qk4/3^Q4/2p1p3/8/2^q5/8/8/8

1…🛥xe6(e7) 2.🛥f7 🛥f5 3.🛥d7 🛥e8 4.🛥b5 🛥a5 5.🛥d7 🛥xc6(c7)‡

1.c5 🛥f5 2.🛥c6 🛥xc5(c7) 3.🛥c8 🛥g5 4.🛥xf5(🛥f8) 🛥c8 5.🛥d7 🛥xe6(e7)‡

Echo vertical mirror. Chumakov and Davaine.

6229 - Michael Grushko

8/8/4*P2*P/8/8/7*N/8/7*K

1.♘nxh6(♗n) 2.♔ng2(g7) 3.gxh6(♘n) 4.♔nf2(♗ng6) 5.♗nxe6(♖n) 6.♘ng8(Pn;d8) 7.g6 8.♖nxg6(♕n) d3(g1)‡ AUW, Ideal mate.

6230 - L'ubos Kekely

rN2k1N1/3p4/n7/4p2p/4P3/8/6P1/K7

1.h4 2.h3 3.h2 4.h1=♗ 5.♗xg2 6.♗xe4 7.♗b7 8.e4 9.e3 10.e2 11.e1=♗ 12.♗g3 13.♗xb8 14.♗c7 15.0-0-0 16.♘b8 ♘e7‡ Meredith. Promotion to bishops. Long castling. Model mate.

6231 - L'ubos Kekely

5B2/8/8/2p3p1/7r/4K3/3P1P2/4k3

1…♗xc5 2.♖d4 ♗b4 3.♖xd2 ♗xd2‡ 1…♗d6 2.♖h2 ♗g3 3.♖xf2 ♗xf2‡

6232 - Václav Kotesovec

1^Q5<b/8/8/3<b4/8/8/8/1^Q5<r

1.Vg8 🛥xh8(Vb8) 2.PAh7 🛥f8 3.PAb7 🛥xb8(Vb1) 4.PAb4 🛥a3 5.Vga2 🛥b3 6.PAa4 🛥a1 7.PAxa1(🛥a4) 🛥c2=

1.PAd1 🛥e1 2.Vc6 🛥c1 3.PAd8 🛥c7 4.Ve8 🛥xe8(Vb8) 5.Vd4 🛥c8 6.Vda7 🛥a8 7.PAxa8(🛥d8) 🛥b6=

1.Vb7 🛥b6 2.Vf6 🛥g6 3.PAh5 🛥h7 4.Vh4 🛥xh4(Vh7) 5.Vd5 🛥h6 6.Vdg8 🛥h8 7.PAxh8(🛥h5) 🛥f7=

1.Vb2 🛥b3 2.Vf3 🛥g3 3.PAh4 🛥h2 4.Vh5 🛥xh5(Vh2) 5.Vd4 🛥h3 6.Vdg1 🛥h1 7.PAxh1(🛥h4) 🛥f2= Fourfold exact echo in four corners.

6233 - L'ubos Kekely

1nn5/1p2p1p1/2p1P3/2kpp3/3p3p/3P4/5K2/3b4

1.♔g2 2.♔h3 3.♔xh4 4.♔g5 5.♔g6 6.♔xg7 7.♔f8 8.♔e8 9.♔d8 10.♔xc8 11.♔d8 12.♔e8 13.♔f8 14.♔g7 15.♔g6 16.♔f5 17.♔xe5 18.♔f4 19.♔g3 20.♔f2 21.♔e1 22.♔xd1 23.♔c2 24.♔b3 25.♔a4 26.♔a5 b5= Very long walk of white king. Zugzwang.

6234 - Michael Grushko

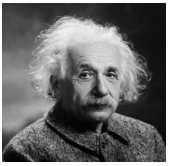
8/8/8/6*K1/8/8/8/2*P*P2*P1

1.c6 2.dxc6(♘n) 3.♔nf5(b6) 4.bxc6(♘n) 5.♔nf4(♘nc5) 6.♘nxc6(♗n) 7.♔ne3(♘nb5) 8.♗nxb5(♖n) 9.♔ne2(♘nb4) ♖nxg1(♕n)‡

6235 - Michael Grushko

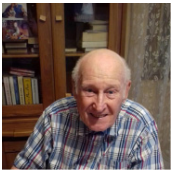
7*N/*K7/*P6*P/8/8/8/8/8

1.♘nxa6(♗n) 2.♔nb6(b5) 3.bxa6(♘n) 4.♔nb5(♗na5) 5.♘nxh6(♗n) 6.♔na6(g7) 7.♗nhxg7(♖n) 8.♔nb5(h6) 9.♖nxh6(♕n) 10.♕nc7(♖n) 11.♗nxc7(♖n) ♔na4(♖nb6)‡


Albert Einstein

E=MC² !

by Sébastien Luce


Roméo Bedoni

Everybody knows the famous formula of Albert Einstein, the father of the theory of Relativity. But who knows that the condition **Einstein** has been invented in 1981 by Roméo Bedoni, the French composer, 98 years old and always active?!

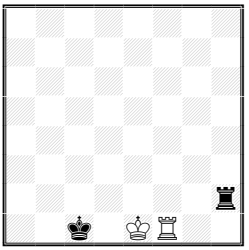
Here is the definition:
A Queen which plays without capturing transforms to Rook.
A Rook which plays without capturing transforms to Bishop.
A Bishop which plays without capturing transforms to Knight.
A Knight which plays without capturing transforms to pawn.
If there are fairy pieces, a Pawn which plays without capturing transforms to one of these fairy pieces, if not remains a pawn.
A pawn which captures transforms to Knight.
A Knight which captures transforms to Bishop.
A Bishop which captures transforms to Rook.
A Rook which captures transforms to Queen.
If there are fairy pieces, a Queen which captures transforms to one of these fairy pieces, if not remains a Queen.
A fairy piece, capturing or not capturing, remains the same.

In the original version of the invention, there were no promotions. A pawn reaching its ultimate rank remains a pawn. But later, another version of Einstein appeared, including the promotions. The article studies the two versions.

I • Einstein

A • With orthodox pieces

Our first example is very economical:

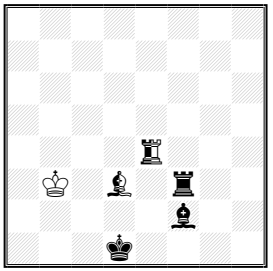


1) - Sébastien LUCE
Problem Paradise 2025
White: Ke1 Rf1, Black: Kc1 Rh2
H≠3,5 (2+2) C+ 2 sol. Einstein

Two ideal mates by Rook and more surprisingly by Knight, thanks to the condition. Bicolor Bristol in the first variation.

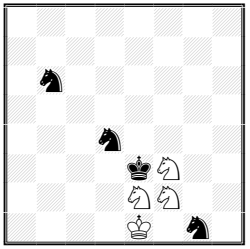
1…♖f6(♗) 2.♖b2(♗) ♔e2 3.♗a1(♘) ♔d3 4.♔d1 ♗xa1(♖)‡
1…♖f5(♗) 2.♔b2 ♔d1 3.♔a1 ♔c1 4.♖a2(♗) ♗c2(♘)‡

Diag.2 is this time an opposition of two couples Rook/Bishop, with one neutral:

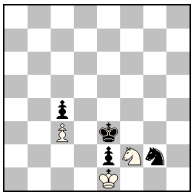


2) - Sébastien LUCE
Original – Best Problems 2026
White: Kb3, Black: Kd1 Rf3 Bf2, Neutral: Re4 Bd3
H≠3 (1+3+2) C+ - 2 solutions, Einstein
1.♗e1(♘) ♔c3 2.♖f1(♗) ♗nxf1(♖n) 3.♖nh4(♗n) ♗nxe1(♖n)‡
1.♖h3(♗) ♔b2 2.♗hf1(♘) ♗nxf1(♖n)+ 3.♗e1(♘) ♖nexe1(♕n)‡
The problem shows the theme Boros in both variations: the neutral piece which mates on d1 is also pinned on the first rank!

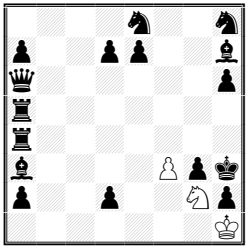
Other stipulations can be explored. In the following we see a black and white carrousel!



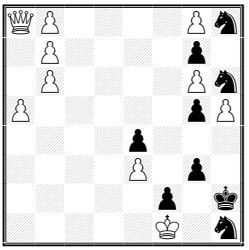
3) - Sébastien LUCE
Original – Best Problems 2026
White: Ke1 Sf3,e2,f2
Black: Ke3 Sb6,d4,g1
HS≠4,5 (4+4) C+ Einstein
1…♘c4(P) 2.♘c3(P) ♘ge2(P) 3.♘g1(P) ♘f3(P)
4.g3 fxg2 e.p.(♘)‡
Who could guess that the solution will end by a e.p. capture, the capturing Pawn becoming a mating Knight?!



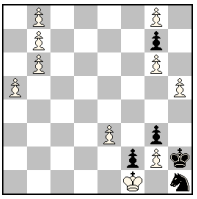
← Final position:
White: Ke1 Sf2 Pc3
Black: Ke3 Sg2 Pc4 Pe2



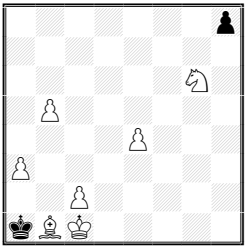
4) - Sébastien LUCE
Original – Best Problems 2026
White: Kh1 Sg2 Pf3
Black: Kh3 Qa6 Ra5 Ra4 Bh7 Ba3 Se8 Sh8 Pa7 Pd7 Pe7 Ph6 Pg3 Pa2 Pd2 Ph2
Serie-S≠32 (3+16) C+ Einstein
1.f4 2.f5 3.f6 4.f7 5.fxe8(♘) 6.♘g7(P) 7.gxh8(♘) 8.♘g6(P) 9.gxh7(♘) 10.♘g5(P) 11.gxh6(♘) 12.♘f5(P) 13.f6 14.fxe7(♘) 15.♘c6(P) 16.cxd7(♘) 17.♘b6(P) 18.bxa7(♘) 19.♘b5(P) 20.bxa6(♘) 21.♘b4(P) 22.bxa5(♘) 23.♘b3(P) 24.bxa4(♘) 25.♘b2(P) 26.bxa3(♘) 27.♘b1(P) 28.bxa2(♘) 29.♘c1(P) 30.cxd2(♘) 31.♘f1(P) 32.f3 gxf2 e.p.(♘)‡
This time in a long series movers, we see the same final pattern. Black maximal and pawn rundlauf with twenty seven transformations pawn/Knight/pawn, necessary to provoke a zugzwang mate.



5) - Sébastien LUCE
3rd Hon. Mention *Problemiste* 2014
dedicated to A. Bienabe
White: Kf1 Qa8 Pb8 Pg8 Pb7 Pb6 Pg6 Pa5 Ph5 Pe3
Black: Kh2 Sh8 Sh6 Sh1 Pg7 Pg5 Pe4 Pg3 Pf2
sd=13 (10+9) C+ (Serie direct stalemate) Einstein
1.♕a7(♖) 2.♖a6(♗) 3.♗c4(♘) 4.♘d2(P) 5.d3 6.dxe4(♘) 7.♘xg5(♗) 8.♗xh6(♖) 9.♖xh8(♕) 10.♕h7(♖) 11.♖h6(♗) 12.♗f4(♘) 13.♘g2(P)=
Twelve successive transformations of the white Queen becoming a pawn on move four, Queen again on move nine, then to finish as a pawn in g2 reaching black stalemate.



← Final position:
White: Kf1 Pb8 Pg8 Pb7 Pb6 Pg6 Pa5 Ph5 Pe3 Pg2
Black: Kh2 Sh1 Pg7 Pg3 Pf2

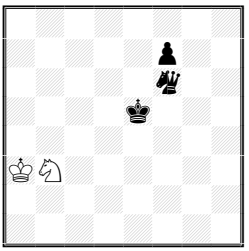


6) - Sébastien LUCE
3rd Prize *ChessProblems.ca* 2017
White: Kc1 Bb1 Sg6 Pb5 Pe4 Pa3 Pc2, Black: Ka1 Ph8
Serie-H≠16* (7+2) C+ Einstein
1…♘xh8(♗)‡
1.h7 2.hxg6(♘) 3.♘f8(P) 4.f5 5.fxe4(♘) 6.♘d6(P) 7.d5 8.d4 9.d3 10.dxc2(♘) 11.♘b4(P) 12.bxa3(♘) 13.♘xb5(♗) 14.♗c4(♘) 15.♘a3(P) 16.a2 ♗c2(♘)‡

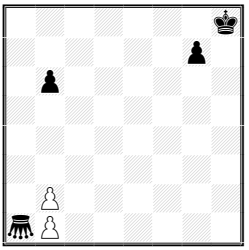
With white to play, it is immediately mate thanks to the condition. But with black playing first, the solution will be much longer and a completely different ending: after the capture of all white pieces except one, the black pawn self-blocks in a2 and white Bishop mates…as a Knight.

B • Einstein with fairy pieces

Einstein is less explored with fairy pieces. Let us start this part by two easy to understand problems in H≠n. We see in the two following, unusual transformations.

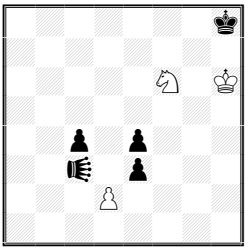


7) - Roméo BEDONI
Commendation, Jubile J. Zeller-90, *Phénix* 2000-01
H≠2 (2+3) C+ White: Ka3 Sb3, Black: Ke5 Af6 Pf7
3 solutions, Einstein
1.Ae6 ♘d2(P) 2.f6(A) d3(A)‡
1.Af4 ♘c5(P) 2.f5(A) c6(A)‡
1.Af5 ♘c1(P) 2.f6(A) c4(A)‡
Romeo BEDONI was also a precursor as a composer. The Amazon (Queen + Knight), is one of the most powerful piece of the fairy panoply. It is ironical that three times a simple white pawn becomes an Amazon to mate. The other black pawn also transforms to Amazon to self-block.



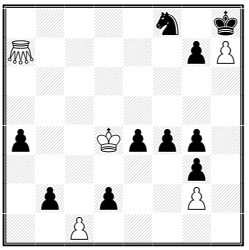
8) - Sébastien LUCE
Original - Best Problems 2026
H≠7 (2+4) C+ =Grasshopper, Einstein
White: Pb2 Pb1, Black: Kh8 Pg7 Pb6 Ga1
1…b4() 2.b5() b2()+ 3.c3 d2 4.b1 e2 5.e1 f2 6.e3 e4 7.f5 g6 8.h7 d4‡
Nimzovitch, the well known chess master said: "doubled pawns have to be blocked", but doubled pawns say: "our dream is to become Grasshoppers…"

The following problems are series movers, a very suitable genre for Einstein.

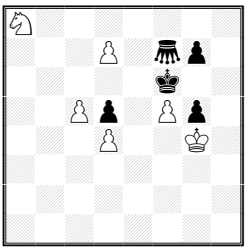


9) Sébastien LUCE
12th Commendation *Problemskak* 2024
Serie-≠3 (3+5) C+ =Contra-Grasshopper - 4 solutions, Einstein
White: Kh6 Sf6 Pd2, Black: Kh8 Pc4 Pe4 Pe3 CGc3
1.dxc3() 2.cxe4() 3.g6()‡
1.dxe3() 2.xc4() 3.f7()‡
1.d4(CG) 2.CGb2 3.CGe5‡
1.d3(CG) 2.CGh7 3.CGh5‡
White Albino. Two mates are given by orthodox piece, the two others by a pawn becoming a Contra-Grasshopper.

Better than an Albino, the following shows a Super-Albino!
A specific possibility in Einstein, as the pawn on its first rank can play one, two or three squares!

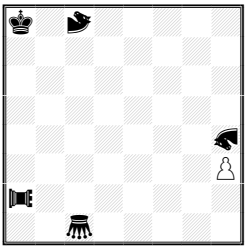


10) - Sébastien LUCE
Original - Best Problems 2026
Serie-≠3 (5+10) C+, =Grasshopper - 5 solutions, Einstein
White: Kd4 Ph7 Pg2 Pc1 Ga7
Black: Kh8 Se8 Pg7 Pa4 Pe4 Pf4 Pg4 Pg3 Pb2 Pd2
1.cxb2() 2.xa4() 3.xe8()‡ 1.c2() 2.e2 3.h5‡
1.cxd2() 2.xe4() 3.g6()‡ 1.c3() 2.e1 3.h4‡
1.c4() 2.xe4 3.h1‡
The two variations with capture lead to mate by an orthodox piece on e8, g6, the three others to a mate by a Grasshopper on different squares of the h-file.



11) - Sébastien LUCE
Original - Best Problems 2026
3W & Serie-H≠5 (6+5) C+, =Grasshopper, Einstein
White: Kg4 Sa8 Pd7 Pc5 Pf5 Pd4, Black: Kf6 Pg7 Pd5 Pg5 Gf7
1.b6(P) 2.b7() 3.e4 & 1.dxe4() 2.xc5() 3.d6()
4.e8(P) 5.e7() d8()‡
We see at the end of the white series an active sacrifice of a Grasshopper, then at the last move of the following ser-h‡5 a reapparition of a white mating Grasshopper in d8. A new kind of Phoenix?!

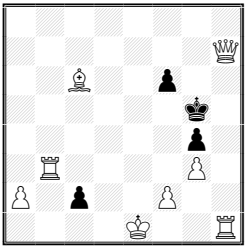
The last two problems of this part (diagrams 11 & 12) use «hybrid stipulations» with two successives series of white & black moves (or vice versa). For the reader interested in these stipulations, see the article published in the supplement of Quartz 56 (jan. 23).



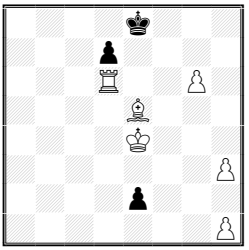
12) - Sébastien LUCE
Original - Best Problems 2026
8B & ser=4 (1+5) C+, Einstein
♜h4=Scarabeus, ♞c8=Antelope, ♜c1=Grasshopper, ♚a2=Aigle(Eagle)
1.AIb8 2.AIc7 3.ANg5 4.SCf7 5.ANc2 6.Gc3 7.ANf6 8.SCg4 &
1.hxg4(♘) 2.♘xf6(♗) 3.♗xc3(♖) 4.♖xc7(♕)=
In Einstein, a fairy piece moving with or without capture remains unchanged. An orthodox Pawn moving without capture transforms to one of the fairy pieces present on the diagram. If it is capturing, it remains orthodox and "takes power", for example a pawn capturing transforms to a Knight. The problem with an "hybrid stipulation" exploits these different aspects of the condition. In the black series, the play is exclusively fairy, but in the white series the moves have a completely orthodox character!

II • Einstein with promotions for white & for black.

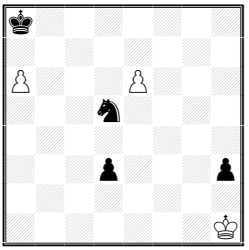
Einstein with promotions (for black or white) is much less explored than the classical Einstein, but offers probably even more possibilities.



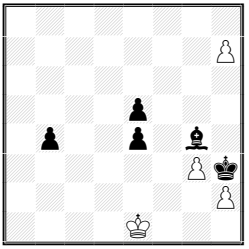
13) - Sébastien LUCE
Springaren 2022
HS≠3,5 (8+4) C+, Einstein with White/Black promotions
White: Ke1 Qh7 Rb3 Rh1 Bc6 Pg3 Pa2 Pf2, Black: Kg5 Pf6 Pg4 Pc2
1…c1=♘ 2.0-0(♗f1) ♘xb3(♗) 3.♗h1(♘) ♗xa2(♖) 4.f4+ gxf3 e.p.(♘)‡
The problem shows the Valladao theme: Black promotion to Knight is followed by two successive captures provoking its transformation to Rook in a2. It will control the second rank. With white castling, the Rook becomes Bishop. It will not control f3! Self-block in h1 has the same goal. Now everything is ready for the final double step of f-pawn, forcing the e.p. capture, black g-pawn becoming a mating Knight.



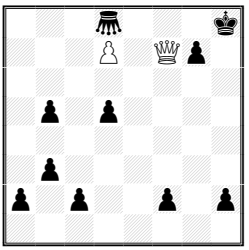
14 - Sébastien Luce (dedicated to C. Poisson)
Problem Paradise 2015
Serie-H≠6 (6+3) C+ - 2 solutions, Einstein with White/Black promotions.
White: Ke4 Rd6 Be5 Pg6 Ph3 Ph1, Black: Ke8 Pd7 Pe2
1.e1=♗ 2.♗b4(♘) 3.♘a2(P) 4.a1=♕ 5.♕a8(♖) 6.0-0-0(♗d8) ♖a6(♗)‡
1.e1=♘ 2.♘g2(P) 3.gxh1=♖ 4.♖xh3(♕) 5.♕h8(♖) 6.0-0(♗f8) ♖d5(♗)‡
Two different promotions by black e-pawn lead to the apparition on move five of a black Rook in a8 in the first variation, in h8 in the second, allowing the two castling. Two Bishops mate at the end. The reader will recognize the "Boden mate" in the first variation! AUW and four corners theme.



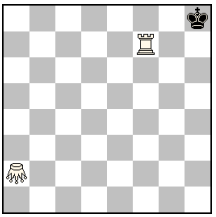
15 - Sébastien Luce
Original - Best Problems 2026
HS=5,5 (3+4) C+ Einstein with White/Black promotions
White: Kh1 Pa6 Pe6, Black: Ka8 Sd5 Pd3 Ph3
1…d2 2.e7 d1=♗ 3.e8=♘ ♗f3(♘) 4.♘c7(P) ♘xc7(♗) 5.a7 ♗b8(♘) 6.axb8=♕+ ♔xb8=
In miniature black sacrifice in b8, allowing the promotion to white Queen which is sacrificed on its turn to force white King stalemate (Schnoebelen).



16 - Sébastien Luce
dedicated to Claus Grupen
Springaren 2024
White: Ke1 Ph7 Pg3 Ph2, Black: Kh3 Bg4 Pe5 Pb4 Pe4
Serie-≠5 (4+5) C+ b) ♙g3↔♟e5
Einstein with White/Black promotions
a) 1.h8=♗ 2.♗xe5(♖) 3.♖xe4(♕) 4.♕h1(♖) 5.0-0(♗f1)‡
b) 1.h8=♘ 2.♘f7(P) 3.f8=♕ 4.♕f3(♖) 5.♖xg3(♕)‡
Twin a) see a final castling with the Rook of castle becoming a Bishop (like in Einstein). In the second chromatic twin, white 'h' pawn is promoted twice to allow the final mate as a Queen on g3.



17 - Sébastien Luce
Problemskak 2024
White: Qf7 Pd7, Black: Kh8 Pg7 Pb5 Pd5 Pb3 Pa2 Pc2 Pf2 Ph2 Gd8
Serie-=17 (2+10) C+ Einstein with White/Black promotions
🦗=Grasshopper
1.♕xd5(🦗) 2.🦗xd8 3.🦗d6 4.d8=♘ 5.♘f7(P) 6.f8=♗ 7.♗xg7(♖) 8.♖g3(♗) 9.🦗xh2 10.♗xf2(♖) 11.♖xc2(♕) 12.♕b2(♖) 13.🦗xa2 14.♖e2(♗) 15.♗xb5(♖) 16.♖xb3(♕) 17.♕f7(♖)=
First move white Queen tranforms to Grasshopper, capturing d5. This Grasshopper will play four times till a2 without transformation (capturing or not/the rule in Einstein with fairy pieces). It is the d7-pawn, after two under promotions, then multiple transformations which will become a new Queen (a kind of Phoenix?). This Queen finishes its way precisely to f7 under the form of a Rook with unexpected stalemate.

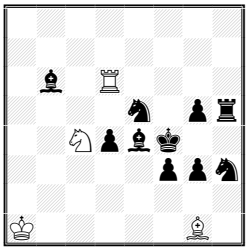


← Final position:
White: Rf7 Ga2
Black: Kh8

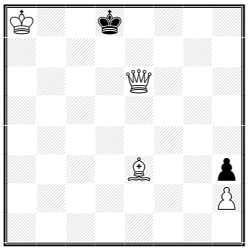
We hope this study will have enjoyed the reader. For all comments, please contact the author of the article: luceechecs@gmail.com

Sébastien LUCE

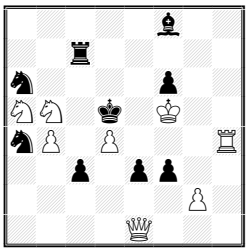
Affermazioni Italiane (Italian Award Winners)



← Antonio Garofalo
8th Hon. Mention - Almiro Zarur-100 JT
8/8/1b1R4/4n1pr/2Npbk2/5ppn/8/K5B1
H≠2 (4+10) C+
1.♗f5 ♘xb6 2.♔e4 ♖xd4‡
1.♔f5 ♗xd4 2.♘f4 ♘e3‡
1.g4 ♖xd4 2.♖f5 ♗e3‡
Cycle of obstruction effects (Author).
The three white pieces play cyclically, one of them makes a thematic unguard capture, the second makes the mating move and the third has square guarding duty. It is nice that white plays three times to d4, twice on W1 and once on W2. The black play is less unified, and less interesting then the problems ranked above it, but managing to mate the BK on three different squares in this combination is commendable. (Judge: Paz Einat)



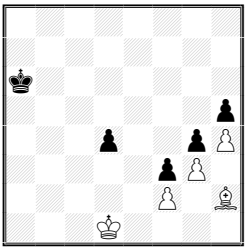
← Daniele Gatti
4th Prize - Yuri Gordian MT
K2k4/8/4Q3/8/8/4B2p/7P/8
S≠17 (4+2)
1.♔a7! ♔c7 2.♕e8 ♔d6 3.♔b6 ♔d5 4.♕c6+ ♔e5 5.♔c5 ♔f5 6.♔d4 ♔g4 7.♕f6 ♔h5 8.♗g5 ♔g4 9.♔e3 ♔h5 10.♔f2 ♔g4 11.♔g1 ♔h5 12.♔h1 ♔g4 13.♕g6 ♔f3 14.♕e6 ♔f2 15.♕e4 ♔f1 16.♗d2 ♔f2 17.♕g2+ hxg2≠
Viaggio del Re bianco da un angolo all'altro della scacchiera che si conclude con uno scacco matto. Miniatura. La maggior parte delle mosse sono silenziose. (Judge: Ivan Soroka)



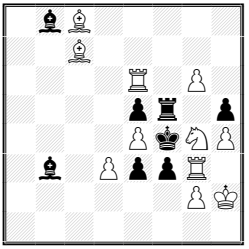
←Marco Guida
1st Hon. Mention A. Lobusov 75 JT
5b2/2r5/s4p2/SS1k1K2/sP1P3R/2p1pp2/6P1/4Q3
≠2 (8+9) C+
1.♕f1? [2.♕xf3≠] 1...♖e7 a ♘6c5 b ♘4c5 c 2.♕c4≠ A, but 1...f2!
1.♕d1? [2.♕xf3≠] 1...♖e7 a 2.♕b3≠ B
1...♘6c5 b ♘4c5 c 2.dxc5 C≠ (NOT 2.♕b3? B) but 1...e2!
1.♕g3! [2.♕xf3≠]
1...♖e7 a 2.♕d6≠ D 1...♘6c5 b 2.♘xc7≠ E 1...♘4c5 c 2.♘xc3≠ F

Thematic Highlights

- Possibly a new thematic idea: progressive differentiation of mates after 3 thematic defenses across Try1, Try2 and Solution (Try1: abc-A; Try2: a/bc-B/C; Solution: a/b/c-D/E/F).
- The result is an unusual form of Zagoruiko 3x3 (3 different mates after each of 'a', 'b' and 'c') that leverages on thematic "defense duals".
- Dual avoidance in Try2.
- Options play by ♕.

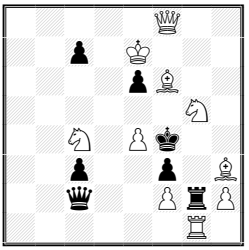


← Daniele Gatti
2nd Hon. Mention - SuperProblem 2025
8/8/k7/7p/3p2pP/5pP1/5P1B/3K4
H≠8 (5+5) C+
1.♔b5 ♔e1 2.♔c4 ♔f1 3.♔d3 ♔g1 4.♔e2 ♔h1 5.♔xf2 ♗g1+ 6.♔xg3 ♗xd4 7.♔xh4 ♔h2 8.f2 tempo ♗f6‡
Comments by Author: Paradoxical non-use, and even capture, of the d4 pawn, the apparently best candidate to destroy the White fortress on south-east after a promotion.



← Marco Guida
3rd Hon. Mention A. Lobusov 75 JT
1bB5/2B5/4R1P1/4pr1p/4PkSP/1b1PppR1/6PK/8
≠2 (11+8) C+
1.♖f6? A [2.♖xf5≠] 1...♖xf6 a 2.♖xf3≠ B, but 1...♗e6!
1.♘f6? [2.♖xf3≠ B] 1...♖xf6 a 2.♖xf6≠ A 1...♗d1 2.♘d5≠ but 1...fxg2!
1.♘xe5? [2.♖xf3≠ B] 1...♖xe5 b 2.♖f6≠ A, but 1...♗d1!
1.♖xe5! [2.♖xf5≠] 1...♖xe5 b 2.♖xf3≠ B

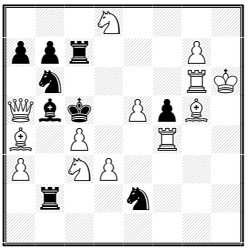
Thematic Highlights
• Reciprocal Change of Mate split across 4 phases • Erokhin (Try1-Try2, AaB-BaA)
• Pseudo-Erokhin (Try1-Try3, AaB-BbA) • 1x Dombrovskis Paradox (Try3-Solution: Bb-bB)
• NOTE: another 1x Dombrovskis (Try2-Try1, Ba-aB) and 1x Vladimirov (Try1-Try2, Aa-aA) are embedded in the Erokhin pattern.



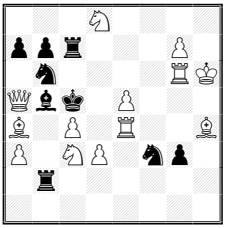
← Marco Guida
2nd -3rd Prize e.a. Oleksandre Derevchuck 70 JT, 2026
5Q2/2p1K3/4pB2/6S1/2S1Pk2/2p2p1B/2q2PrP/6R1
≠2 (10+7) C+
1.♖e1? [2.♘xe6‡] **A**
1…♕xe4 **a** 2.♖xe4‡ **E** 1…♖xg5 **b** 2.♗e5‡ **B** - battery mate
but 1…♕e2!
1.♕a8? [2.♘xe6‡] **A**
1…♕xe4 **a** 2.♕xe4‡ **C** 1…♖xg5 **b** 2.♗xg5‡ **D** but 1…c6!
1.♕h6! [2.♗e5‡] **B**
1…♕xe4 **a** 2.♘xe6‡ **A** - battery mate 1…♖xg5 **b** 2.♖g4‡ **F**

Thematic Highlights
• Zagoruiko 3x2.
• 2x Dombrovskis Paradox in cross-closed form (Try1-Solution: Aa/bB-Bb/aA) achieved with an homogeneous Battery Play:
• In Try1 the existing ♕-♗ battery mates with (B) (double-check) after defence (b).
• In Solution, the Key destroys the existing battery and creates a new ♕?♘ that mates with (A) (double-check) after defence (a).
• Pseudo Le Grand (Try1 - Solution: AbB-BaA)
• Refutation of both Tries by Black interfering white lines to square e4.

Ricostruzione



← **Marco Travasoni -** (Ricostruzione 107, BP118, aprile 2026)
L'Italia Scacchistica 1999 - WID 86566
3N4/ppr3P1/1n4RK/Qbk1PpB1/B1P2R2/P1NP4/1r2n3/8
≠2* (13+9) C+
1…♘xc4 2.♖xc4‡ 1…♘xa4 2.♘xa4‡ 1…♘d7 2.♗e7‡
1.♕xa7! [2.♕xb6‡]
1…♗xc4 2.♖xc4‡ 1…♗xa4 2.♘xa4‡ 1…♗d7 2.♗e7‡
1…♖c6 2.♘xb7‡ 1…♗a6,♗e8,♗c6 2.♘e6‡
Tre matti trasferiti.
Source: 8374, L'Italia Scacchistica 1128 (sept. 99)



← **Predrag Zuvic, Valeriu Giurgean**
Solo due partecipanti questa volta, pare sia stata una ricostruzione alquanto laboriosa. Posizione uguale fra i due Autori! Diversa dall'originale ma con soluzione perfettamente identica. Le piccole divergenze sono solo dettagli.

Ricostruzione n. 108- Ricostruire un problema ≠2 che abbia la seguente soluzione:

1.♕a1! Tempo
1…♕~ 2.♘xb6‡ 1…♕~b 2.♕h1‡ 1…♖~3 2.♕a8‡ 1…♖~a 2.♘xe3‡
1…♘e~ 2.♕d4‡ 1…♘c3 2.♘xe3‡ 1…b5 2.♘b6‡ 1…♘f~ 2.♕e5‡
[In questo problema proposto ci sono mosse generiche, indicate col segno ~. ♕~b ad esempio indica una mossa generica sulla colonna 'b'. ♖~3 indica mossa generica sulla terza traversa.]
Dovrebbe essere più facile della proposta precedente.

Inviare (send to): **perseus@bestproblems.it**
(last available day for to send: **10/09/2026**)

A. Garofalo

I concorsi su *Best Problems*:

- **≠2/=2, (2025): NN**
- **≠2/=2, (2026): Daniil Yakimovich**
- **≠3/=3, (2024-2026): Antonio Garofalo**
- **S≠2/3-S=2/3 (2024-2026): Antonio Garofalo**
- **H≠2/H=2, (2026-2027): Francesco Simoni**
- **H≠2,5/3-H=2,5/3, (2026-2027): NN**
- **H≠n/H=n, (2026-2027): Antonio Garofalo**
- **HelpSelfmate 2/3/n (Orthodox and fairy) (2026-2027): Antonio Garofalo**
- **Fairies (2026): NN**

E-mail & web site: perseus@bestproblems.it https://www.bestproblems.it

Celebrating Palio di Siena

Awani Kumar, Lucknow, INDIA

Horse racing is one of the most ancient of all sports. Archaeological records indicate that it was an event in the Greek Olympic Games as early as 664 BC. It was a well-organised public entertainment in the Roman Empire. The Palio di Siena has roots in medieval horse races dating back to the 13th century. At first, the intense bareback horse race was held on July 2 and the second one – on August 16 – was added from 1701. Postage stamps have been issued to commemorate the event. The author wishes to celebrate its 325th anniversary with interesting horse (knight) and leaper tours on 8x16 (which goes for August 16) and 13x25 (= 325) board. Figure 1a and 1b are 2-fold magic knight tours. They remain magic when the tour starts from cell 65 and proceeds onwards. The tours are almost identical – only 8 cells, namely, 29, 30, 103,104, 105, 106, 115 and 116 are interchanging places. Figure 2a and 2b are giraffe {1,4} tours with 3 magic columns and 4 magic rows respectively. Figure 3a and 3b are fiveleaper {0,5} + {3,4} tours with 3 magic columns and 4 magic rows respectively. Readers are urged to look for giraffe and fiveleaper tours having more magic lines.

51	70	55	90	57	68	39	86	516
54	91	52	69	38	87	66	59	516
71	50	89	56	67	58	85	40	516
92	53	72	49	88	37	60	65	516
73	48	93	36	77	64	41	84	516
94	35	76	45	82	43	80	61	516
47	74	33	96	63	78	83	42	516
34	95	46	75	44	81	62	79	516
15	102	119	32	97	18	11	122	516
118	31	16	101	12	121	98	19	516
29	14	103	120	17	100	123	10	516
104	117	30	13	124	9	20	99	516
115	28	105	4	109	22	125	8	516
106	3	116	25	**128**	7	110	21	516
27	114	**1**	108	5	112	23	126	516
2	107	26	113	24	127	6	111	516
1032	1032	1032	1032	1032	1032	1032	1032	

1a

51	70	55	90	57	68	39	86	516
54	91	52	69	38	87	66	59	516
71	50	89	56	67	58	85	40	516
92	53	72	49	88	37	60	65	516
73	48	93	36	77	64	41	84	516
94	35	76	45	82	43	80	61	516
47	74	33	96	63	78	83	42	516
34	95	46	75	44	81	62	79	516
15	102	119	32	97	18	11	122	516
118	31	16	101	12	121	98	19	516
103	14	29	120	17	100	123	10	516
30	117	104	13	124	9	20	99	516
105	28	115	4	109	22	125	8	516
116	3	106	25	**128**	7	110	21	516
27	114	**1**	108	5	112	23	126	516
2	107	26	113	24	127	6	111	516
1032	1032	1032	1032	1032	1032	1032	1032	

1b

Fig.1. 2-fold magic tour of knight on 8x16 board

1	56	13	58	65	120	127	122
66	119	80	123	2	55	14	59
3	52	9	60	71	112	81	124
72	109	82	125	4	51	8	63
5	12	57	64	115	**128**	121	126
114	67	118	79	54	11	32	15
53	10	61	38	113	70	111	78
108	73	110	83	50	7	62	37
49	6	47	36	107	116	105	84
68	117	102	87	18	31	16	33
19	30	39	28	69	92	77	88
98	93	74	89	20	25	42	27
21	48	35	46	97	106	85	104
96	101	86	103	22	17	34	45
23	40	29	44	95	100	91	76
94	99	90	75	24	41	26	43
890	1032	1032	1138	926	1082	1032	1124

2a

57	52	63	4	65	96	127	94	558
66	87	106	93	56	51	62	5	526
55	50	23	6	71	90	105	92	492
72	123	104	125	54	9	22	7	516
53	58	3	64	97	**128**	95	126	624
88	67	86	107	48	59	2	61	518
49	24	**1**	30	89	70	91	108	462
122	73	124	103	10	21	8	31	492
11	36	15	32	121	98	119	102	534
68	99	110	85	12	47	60	33	514
25	46	29	44	69	80	109	84	486
74	79	114	83	26	41	20	43	480
37	14	35	16	75	120	101	118	516
76	111	100	117	38	13	34	17	506
39	28	45	18	77	112	81	116	516
78	113	82	115	40	27	42	19	516

2b

Fig.2. Giraffe {1,4} tour on 8x16 board with (a) 3 magic columns and (b) with 4 magic rows

51	22	127	40	119	50	23	126
124	**1**	10	35	30	47	122	25
27	86	33	78	37	28	87	32
6	49	42	63	52	21	8	41
39	118	121	24	125	**128**	11	120
36	29	46	123	26	85	34	77
53	2	9	88	31	48	79	70
62	57	20	7	38	117	64	95
5	102	43	12	55	4	105	100
112	91	84	71	76	45	114	83
89	74	109	98	69	58	17	108
54	3	116	61	94	67	80	15
13	56	19	106	101	92	65	96
72	103	44	113	90	73	104	99
111	68	81	16	75	110	115	82
60	93	66	97	14	59	18	107
914	954	970	1032	1032	1032	1046	1276

3a

65	36	127	54	7	64	37	126	516
104	**1**	112	49	44	61	106	39	516
41	14	47	22	51	42	13	46	276
6	63	56	125	66	35	110	55	516
53	8	107	38	103	**128**	113	108	658
50	43	60	105	40	15	48	23	384
67	2	111	12	45	62	21	118	438
102	97	34	109	52	89	124	93	700
5	74	57	114	95	4	77	72	498
84	9	16	29	24	59	86	17	324
11	26	81	70	119	98	31	80	516
68	3	88	101	92	121	20	117	610
115	96	33	78	73	90	123	94	702
28	75	58	85	10	27	76	71	430
83	120	19	30	25	82	87	18	464
100	91	122	69	116	99	32	79	708

3b

Fig.3. Fiveleaper {0,5} + {3,4} tour on 8x16 board with (a) 3 magic columns and (b) with 4 magic rows

Figure 4 is a Figured tour of knight on 13x25 board with multiples of 13 in a row with move numbers alternately on its either side up to 318. Figure 5 is a Figured tour of knight on 13x25 board with multiples of 25 in a column with move numbers alternately on its either side up to 312. Figure 6 and 7 are diagonal tours of giraffe and fiveleaper respectively on 13x25 board.

1	10	31	34	85	60	57	82	133	108	137	140	165	188	215	212	237	190	241	294	239	264	243	292	315
30	33	36	61	56	81	84	113	58	139	134	107	136	213	164	189	216	211	238	263	242	293	316	265	290
11	2	9	32	35	86	59	80	83	132	109	138	141	166	187	214	163	236	191	240	295	244	291	314	297
8	29	6	37	62	55	114	87	112	89	106	135	158	185	162	193	210	217	262	245	270	317	296	289	266
3	12	27	54	5	64	79	90	115	110	131	142	167	160	183	186	219	192	235	272	261	268	287	298	313
28	7	4	63	38	53	116	111	88	105	168	159	184	157	220	161	194	209	218	269	246	271	318	267	288
13	**26**	**39**	**52**	**65**	**78**	**91**	**104**	**117**	**130**	**143**	**156**	**169**	**182**	**195**	**208**	**221**	**234**	**247**	**260**	**273**	**286**	**299**	**312**	**325**
40	51	66	77	68	73	118	121	144	155	170	129	176	207	222	233	204	257	274	285	248	259	322	319	300
25	14	49	74	71	76	69	92	103	120	175	150	181	196	177	206	223	228	249	258	275	320	301	324	311
50	41	24	67	48	93	72	119	122	145	154	171	128	149	180	203	232	205	256	227	284	323	310	321	302
15	18	45	22	75	70	99	96	125	102	151	174	153	200	197	178	229	224	253	250	305	276	283	280	309
42	23	20	17	44	47	94	101	98	123	146	127	172	179	148	199	202	231	226	255	252	307	278	303	282
19	16	43	46	21	100	97	124	95	126	173	152	147	198	201	230	225	254	251	306	277	304	281	308	279

Fig.4. Figured tour of knight on 13x25 board with multiples of 13 in a line

1	14	17	70	21	104	53	72	23	102	51	74	**25**	76	49	98	27	78	47	96	29	80	45	94	31
18	69	20	55	16	71	22	103	52	73	24	101	**50**	99	26	77	48	97	28	79	46	95	30	81	44
13	2	15	116	105	54	121	166	169	152	173	124	**75**	126	177	148	197	128	179	194	145	130	181	32	93
68	19	56	119	162	117	168	153	172	123	170	151	**100**	149	198	127	178	195	146	129	180	193	144	43	82
3	12	67	106	115	120	165	122	167	202	223	174	**125**	176	227	196	147	246	229	244	231	182	131	92	33
66	57	114	163	118	161	154	203	222	171	262	201	**150**	199	248	319	228	243	232	235	192	143	42	83	90
11	4	107	160	155	164	221	214	261	268	273	224	**175**	226	297	286	247	234	245	230	183	132	91	34	41
58	65	156	113	158	213	204	267	272	263	302	269	**200**	249	318	315	320	285	242	233	236	191	142	89	84
5	10	159	108	205	220	215	260	265	270	307	274	**225**	298	323	296	287	316	321	284	189	184	133	40	35
64	59	112	157	212	259	266	271	216	303	264	301	**250**	295	314	317	322	241	188	237	134	141	190	85	88
9	6	109	62	209	206	219	256	253	306	311	308	**275**	324	299	292	279	288	283	240	185	86	137	36	39
60	63	8	111	258	211	208	217	310	255	304	251	**300**	313	294	277	290	281	238	187	140	135	38	87	138
7	110	61	210	207	218	257	254	305	252	309	312	**325**	276	291	280	293	278	289	282	239	186	139	136	37

Fig.5. Figured tour of knight on 13x25 board with multiples of 25 in a line

1	152	99	154	239	24	259	182	215	278	9	28	241	26	261	62	213	280	11	30	243	68	263	64	211
238	185	258	183	216	277	100	155	240	25	260	61	214	279	10	29	242	69	262	63	212	281	12	31	244
217	88	105	90	237	92	137	298	231	290	311	162	45	160	135	296	229	292	315	164	47	70	133	74	227
236	191	138	193	232	289	106	271	44	93	136	297	230	291	312	163	46	303	134	295	228	293	50	165	48
151	2	153	98	23	94	139	194	181	8	41	116	27	306	59	320	175	318	53	114	55	264	67	210	65
186	257	184	197	84	101	276	117	156	119	60	195	174	317	40	115	56	307	58	321	176	13	282	245	32
87	218	89	104	91	120	299	196	287	110	37	310	161	128	159	322	173	316	39	314	71	132	73	226	75
190	235	192	233	288	107	270	43	272	121	300	143	172	109	38	313	304	127	302	323	294	51	168	49	166
3	150	97	22	95	140	201	180	7	108	269	42	305	122	301	144	319	52	113	54	265	126	207	66	209
256	187	198	83	220	85	102	275	118	157	200	179	222	285	112	35	308	57	130	177	224	283	14	33	246
219	86	103	274	255	188	199	82	221	286	111	36	309	158	129	178	223	284	15	34	247	72	131	76	225
254	189	234	81	148	5	20	273	252	203	142	79	146	171	18	267	250	205	124	77	324	169	16	167	248
149	4	21	96	253	202	141	80	147	6	19	268	251	204	123	78	145	170	17	266	249	206	125	208	**325**

Fig.6. Diagonal tour of giraffe {1,4} on 13x25 board

1	80	169	20	237	66	73	36	57	236	201	22	317	114	251	34	59	234	215	24	231	112	283	154	293
82	171	132	199	262	129	64	75	210	61	274	217	260	319	62	55	96	295	272	299	110	249	32	285	152
173	134	123	276	219	264	127	122	9	102	265	208	159	108	103	212	207	150	297	164	157	206	53	46	287
238	67	72	37	2	79	168	21	316	3	252	35	58	235	202	23	232	113	282	155	292	233	214	25	230
19	130	65	74	81	170	131	200	261	318	63	56	95	60	273	216	115	250	33	284	153	294	271	300	111
220	263	128	83	172	133	198	275	218	107	320	211	10	97	296	259	158	109	54	45	286	151	298	163	248
277	78	181	174	135	68	307	76	209	126	121	8	101	4	149	160	165	104	213	146	47	288	31	156	205
38	183	124	239	176	137	118	279	92	167	266	315	6	253	322	281	90	203	270	301	26	229	52	291	256
185	86	71	18	241	178	139	40	189	88	305	268	313	116	141	94	191	312	303	28	227	324	143	50	193
84	69	308	221	16	243	180	187	100	197	310	223	14	245	42	11	98	195	30	225	12	247	44	145	48
175	136	119	278	77	182	125	120	7	106	321	280	91	166	105	258	5	148	161	290	257	204	147	162	289
240	177	138	39	184	87	306	267	314	117	140	93	190	89	304	269	254	323	142	51	192	255	302	27	228
17	242	179	186	85	70	309	222	15	244	41	188	99	196	311	224	13	246	43	144	49	194	29	226	**325**

Fig.7. Diagonal tour of fiveleaper {0,5} + {3,4} on 13x25 board

The author conveys greetings to all on its 325th anniversary.

Happy Birthday GM R. Vaishali

Awani Kumar, Lucknow, INDIA

Chess originated in India before 6th century AD but only two Indians – GM Anand and GM Gukesh have been able to achieve the pinnacle, namely, World Chess Championship. GM Rameshbabu Vaishali, the lowest-ranked seed, won the women's Candidates tournament in Cyprus and Indians are awaiting the yet elusive Women's World Chess Championship title. Vaishali along with her younger brother GM Praggnandhaa has made history as first brother-sister duo to play in Candidates Tournament in 2024. She is the second Indian women after GM Koneru Humpy to reach world championship match. She won bronze medal in World Blitz Championship in 2024. She is a two-time champion of the FIDE Women's Grand Swiss Tournament, winning consecutively in 2023 and 2025. Vaishali won the Girls' World Youth Chess Championship for Under-12 and Under-14 in 2012 and 2015 respectively. She was part of the gold medal-winning team at Online Olympiad 2020, where India won its first ever medal. She won individual bronze as well as team bronze medal at 44th Chess Olympiad. She improved further and the Indian team got gold medal at the 45th Chess Olympiad. She was conferred Arjuna Award, the second-highest sporting honour, by the Government of India in 2024. Vaishali was born on June 21, 2001 and the author wishes to celebrate her birthday with some interesting knight and leaper tours on 6x21 board (which goes for June 21). Figure 1 is a semi-magic tour on 6x21 board. Sum of move numbers along the columns is 381 and that along the rows is 1332 to 1335. Figure 2 and Figure 3 are also semi-magic tours. Sum of their rows has only two values, namely, 1321 and 1346. Such tours are called quasimagic tours. All the three tours are open tours, that is, cell 1 and cell 126 are not at knight move. Readers are urged to look for the more challenging closed tours. Figure 4 is a diagonal knight tour. It starts from top-left corner and ends at bottom-right corner. Eagle-eyed readers may have spotted that sum of diagonally opposite move numbers is 127. This underlying symmetry is known as centro-symmetry (or 180-degree rotational symmetry). Figure 5 is a figured tour of knight; multiples of 21 is in the middle column and move numbers are on either side of it up to move number 103. Readers may like to compose such a tour with longer move number. Figure 6 to Figure 10 are figured tours with consecutive square numbers 1^2, 2^2, 3^2, ... 11^2, namely, 1, 4, 9, ... 121 along knight {1,2}, zebra {2,3}, corsair {2,5}, giraffe {1,4} and flamingo {1,6} path respectively.

5	8	123	12	103	112	29	20	101	110	31	38	77	88	79	40	85	42	81	66	83	1333
122	117	4	7	22	13	102	111	30	19	76	89	94	39	74	87	80	55	84	43	64	1332
9	6	11	124	113	104	21	28	109	100	37	32	75	78	93	54	41	86	65	82	67	1335
118	121	116	3	14	23	106	99	18	27	90	95	52	49	34	73	56	71	44	63	60	1332
1	10	125	120	105	114	25	16	97	108	51	36	33	92	53	70	47	58	61	68	45	1335
126	119	2	115	24	15	98	107	26	17	96	91	50	35	48	57	72	69	46	59	62	1334
381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	

Fig.1. Semi-magic open tour of knight; row sum is compact (from 1332 to 1335)

119	122	11	4	101	18	103	112	99	20	65	32	37	60	67	58	35	48	75	80	55	1321
10	5	120	123	114	111	100	19	30	105	38	61	66	33	36	69	50	79	56	47	74	1346
121	118	3	12	17	102	113	104	21	98	31	64	39	68	59	34	57	76	49	54	81	1321
6	9	124	115	110	25	14	23	106	29	96	89	62	85	42	93	70	51	78	73	46	1346
117	**126**	7	2	13	16	27	108	97	22	63	40	87	94	91	84	77	44	71	82	53	1321
8	**1**	116	125	26	109	24	15	28	107	88	95	90	41	86	43	92	83	52	45	72	1346
381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	

Fig.2. Semi-magic open tour of knight; row sum either 1321 or 1346

119	122	11	4	101	20	103	112	99	18	65	32	37	60	67	58	35	48	75	80	55	1321
10	5	120	123	114	105	100	19	30	111	38	61	66	33	36	69	50	79	56	47	74	1346
121	118	3	12	21	102	113	104	17	98	31	64	39	68	59	34	57	76	49	54	81	1321
6	9	124	115	106	25	14	23	110	29	96	89	62	85	42	93	70	51	78	73	46	1346
117	**126**	7	2	13	22	27	108	97	16	63	40	87	94	91	84	77	44	71	82	53	1321
8	**1**	116	125	26	107	24	15	28	109	88	95	90	41	86	43	92	83	52	45	72	1346
381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	381	

Fig.3. Semi-magic open tour of knight; row sum either 1321 or 1346

1	18	15	12	27	24	39	70	79	52	65	68	45	54	97	94	91	106	123	118	121
16	11	26	23	38	13	84	51	40	69	78	53	96	67	46	55	98	93	120	107	124
19	2	17	14	25	28	71	80	85	64	41	66	77	44	95	92	105	90	117	122	119
8	5	10	37	22	35	32	83	50	61	86	63	42	47	56	99	102	113	110	125	108
3	20	7	34	29	72	81	60	31	74	49	58	87	76	43	114	89	104	101	116	111
6	9	4	21	36	33	30	73	82	59	62	75	48	57	88	103	100	115	112	109	**126**

Fig.4. Centro-symmetric knight tour; sum of diagonally opposite move numbers is 127

1	48	17	46	9	58	19	86	43	60	**21**	64	41	112	23	66	39	78	25	68	37
16	11	8	49	18	87	44	59	20	85	**42**	109	22	65	40	111	24	67	38	77	26
7	2	47	10	45	96	57	88	61	108	**63**	104	83	110	113	120	33	76	79	36	69
12	15	50	5	54	91	98	95	100	103	**84**	107	116	119	82	123	80	73	34	27	30
3	6	13	52	97	56	93	102	89	62	**105**	118	125	114	121	72	75	32	29	70	35
14	51	4	55	92	53	90	99	94	101	**126**	115	106	117	124	81	122	71	74	31	28

Fig.5. Figured tour of knight; multiples of 21 in the middle column

1	14	31	18	21	24	33	40	73	50	37	88	75	82	91	106	113	122	93	104	115
30	19	2	15	32	17	22	45	**36**	39	74	51	80	89	112	83	92	105	114	123	120
13	**4**	29	20	23	44	**25**	34	41	72	**49**	38	87	76	**81**	90	107	94	**121**	116	103
10	7	12	3	**16**	57	42	71	46	35	52	67	**64**	79	84	111	**100**	109	96	119	124
5	28	**9**	56	43	26	59	54	69	48	61	86	77	66	63	108	95	98	125	102	117
8	11	6	27	58	55	70	47	60	53	68	65	62	85	78	99	110	101	118	97	**126**

Fig.6. Figured tour of knight; square numbers along knight path

3	6	41	110	17	112	39	108	37	70	67	106	65	94	61	104	83	118	59	98	101
42	19	**4**	7	40	109	**16**	113	68	107	**36**	115	62	105	**64**	117	60	103	**100**	85	58
5	2	43	18	111	32	45	38	71	114	69	66	93	116	95	82	119	84	97	102	99
20	11	8	31	44	15	24	27	74	35	48	51	76	63	90	79	96	123	120	57	86
1	30	13	22	**9**	28	33	46	**25**	72	75	92	**49**	78	53	126	**81**	88	55	124	**121**
12	21	10	29	14	23	26	73	34	47	50	77	52	91	80	89	54	125	122	87	56

Fig.7. Figured tour of knight; square numbers along zebra {2,3} path

1	12	31	22	**9**	54	33	70	**25**	72	105	74	**49**	90	103	92	**81**	88	119	94	**121**
30	21	10	13	32	23	26	53	34	69	48	51	104	107	80	89	116	93	122	87	118
11	2	29	8	27	14	55	24	71	52	73	106	75	50	91	102	79	82	117	20	95
20	5	18	43	40	57	38	15	68	35	66	47	112	63	108	115	110	123	98	83	86
3	42	7	28	17	44	59	56	37	46	61	76	65	114	111	78	101	84	125	96	99
6	19	**4**	41	58	39	**16**	45	60	67	**36**	113	62	77	**64**	109	124	97	**100**	85	**126**

Fig.8. Figured tour of knight; square numbers along corsair {2,5} path

1	10	13	42	45	28	31	40	47	86	111	84	115	88	113	82	79	98	123	72	69
14	43	2	11	4	41	46	29	32	55	116	87	112	83	80	97	62	73	70	99	124
9	12	15	44	27	30	5	48	39	110	85	56	89	114	63	78	81	122	61	68	71
20	23	26	3	16	37	52	33	54	117	90	107	64	57	94	103	96	77	74	125	100
25	8	21	18	51	6	35	38	49	106	109	92	119	104	65	58	121	102	67	60	75
22	19	24	7	36	17	50	53	34	91	118	105	108	93	120	95	66	59	76	101	**126**

Fig.9. Figured tour of knight; square numbers along giraffe {1,4} path

1	10	27	18	5	12	21	58	53	56	91	60	121	80	87	62	101	68	71	74	99
28	7	2	11	20	17	4	55	90	59	120	85	88	61	122	69	78	63	100	67	72
9	26	19	6	3	22	13	52	57	54	89	92	81	86	79	102	109	70	73	98	75
32	29	8	41	44	35	16	37	14	119	48	115	84	93	110	123	106	77	64	125	66
25	40	31	34	23	38	43	46	51	114	117	82	49	112	103	108	95	124	105	76	97
30	33	24	39	42	45	36	15	118	47	50	113	116	83	94	111	104	107	96	65	**126**

Fig.10. Figured tour of knight; square numbers along flamingo {1,6} path

Knight is a short-legged leaper; move length root-5, and is easier to maneuver. Giraffe {1,4}, its longer legged cousin, finds it difficult to traverse all the cells of 6x21 board. Figure 11 is a giraffe path visiting only 119 cells. Readers are urged to look for a longer path. There can't be tours of other fairy chess pieces, namely, zebra {2,3}, corsair (2,5}, antelope {3,4} and flamingo {1,6} but readers may like to look for their longest path on 6x21 board. Fiveleaper {0,5} + {3,4} has a longer move length than giraffe but it is more maneuverable than it. Figure 12 is a fiveleaper tour having 6 magic lines. It is a closed tour and we can get two more tours having 6 magic lines if the tour starts from 43 or 64 and proceeds onwards. Readers are urged to look for fiveleaper tours having more magic lines.

1	46	3	–	5	28	101	40	85	–	87	60	97	–	15	–	113	56	117	70	**119**
6	27	102	39	84	49	88	63	98	29	100	41	114	55	94	69	18	73	16	75	112
83	50	89	64	23	10	35	106	81	52	91	66	21	12	33	108	79	54	93	68	19
24	9	36	105	82	51	90	65	22	11	34	107	80	53	92	67	20	13	32	109	78
45	2	47	4	25	8	37	104	43	86	59	96	61	14	31	110	77	116	57	118	71
26	7	38	103	44	–	48	–	62	99	30	–	42	115	58	95	72	17	74	111	76

Fig.11. Giraffe {1,4} path up to 119 cells

11	92	43	88	65	40	91	122	51	2	39	74	101	54	**1**	16	59	102	55	106	19
98	85	48	29	114	45	84	49	30	115	76	81	8	33	118	57	104	7	34	119	108
67	24	95	112	27	68	23	96	111	26	69	22	79	4	37	70	21	78	5	36	71
64	41	90	123	12	63	42	89	124	13	62	17	52	125	14	61	18	53	**126**	15	60
87	46	83	10	99	86	47	82	9	100	121	50	31	116	75	120	107	32	117	58	103
28	93	44	97	66	25	94	113	80	3	38	73	110	77	6	35	72	109	56	105	20
355	381	403	459	383	327	381	551	405	259	405	317	381	409	251	359	381	381	393	439	381

Fig.12. Fiveleaper {0,5} + {3,4} tour with 6 magic lines

We love, adore and admire you Vaishali and wish you a very **HAPPY BIRTHDAY**. The article is dedicated to GM Rameshbabu Vaishali and the author wishes to celebrate her World Championship victory. Amen!