Mate in Three
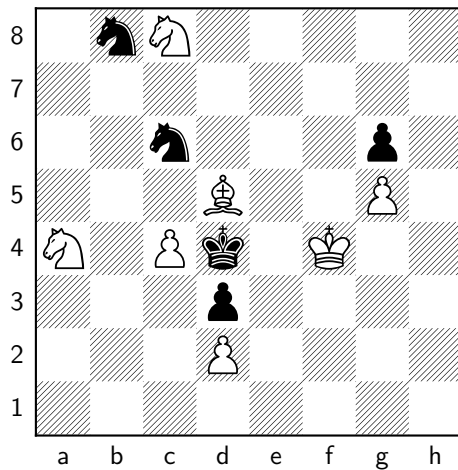

Solution: 1. Bg5! threatening 2. Be7 mate

The only point of this heavy problem is the spectacular key move, which unpins two black pieces, including the black queen. The variations after the key are simple to work out and not strategically interesting.

Mate in Five

**Solution: 1. Sd6! threatening 2. Sb5 mate.**

1. ... Sa7 2. Sb7 White now threatens to move one of his knights to c5, followed by giving checkmate on e6. Black's only defense is to defend c5 with his b8S.

2. ... Sa6 or Sd7 3. Sac5! Sxc5 4. Nd8! waiting. If black now moves his c5S, then white gives mate with **5. S(x)e6**. If black moves his a7S, then white gives mate with **5. S(x)c6 mate.**

A dual between the white and black knights.

Mate in Two
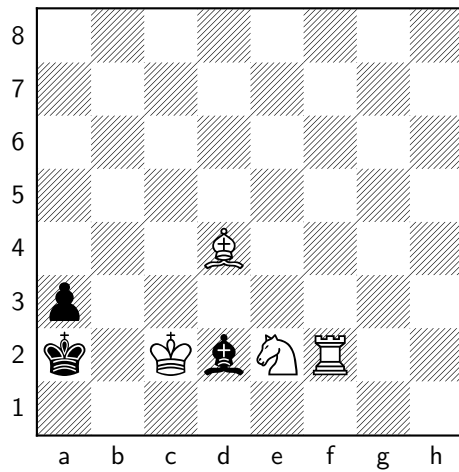
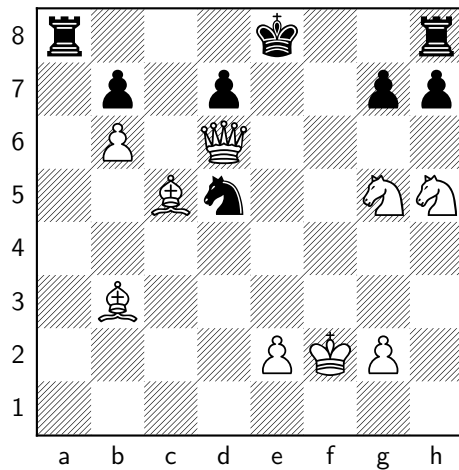**Solution: 1. Rf1! threatening 2. Ra1 mate.**

1. ... Bc3 2. Sxc3 (Sc1?) mate.
1. ... Be1 or Bc1 2. S(x)c1 (Sc3?) mate.

Dual avoidance based on the idea that when black obstructs one white line, white must be careful not to obstruct the other. This was published in a special section for two-move miniatures.

Chess Life, April 1990

Mate in Two

Solution: 1. Ba4 threatening 2. Bxd7 mate.

1. ... Rxa4 2. Qb8 mate.
1. ... Rd8 Sxg7 mate.
1. ... Sf6 or Sxb6 2. Qe7 mate.

The point is that black does not have 0-0-0 as a defense. White's bishop on b3 is clearly promoted. The pawn must have promoted on a white square. That square could not have been c8, since the new white bishop would not have been able to escape. If the promotion square was a8 or e8, then either the black king or rook has moved to make room for it and black cannot castle. And if the pawn promoted on g8, then it must have crossed f7, which would have forced the black king to move. Again, black cannot castle.

Mate in Three
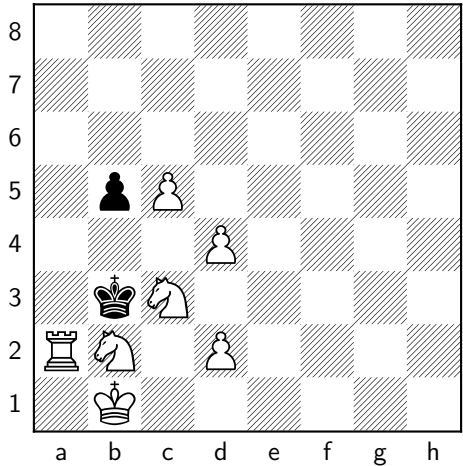
Solution: 1. Ra1! waiting

1. ... b4 2. Sa2 Ka3 3. Ka3 3. Sc1 mate.
1. ... Kb4 2. Ka2 Ka5 3. Kb3 mate.

Two self-interferences by white.