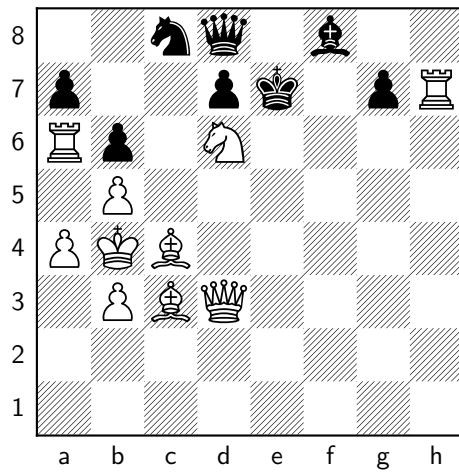


Selfmate in Three



Solution: 1. Qg6! waiting

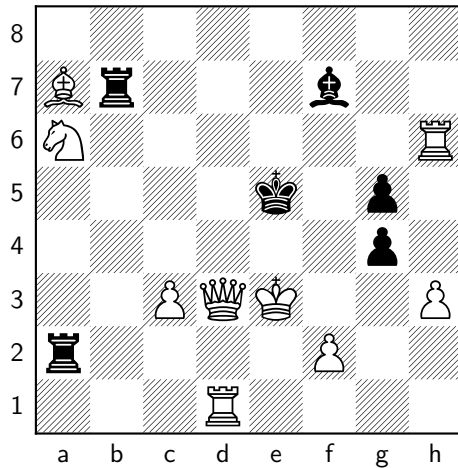
1. ... Qe8 2. Qxe8+ Kxd6 3. Qxd7+ Kxd7 mate.

1. ... Sxd6 2. Qf6+ Ke8 3. Qf7+ Sxf7 mate.

1. ... Qc7 2. Qg5+ Kxd6 3. Qc5+ Qxc5 mate.

In the three variations, the black royal battery is either fired, transformed or ignored.

Selfmate in Thirteen



**Solution:** An immediate 1. f4+, hoping for 1. ... gxf4 mate, fails to the en passant defense 1. ... gxf3. White could neutralize this defense with 1. Qd4+ Kf5 2. Qxg4+ Ke5 3. Qg3+ Kf5 4. Rd5+ Bxd5 5. Qg4+ Ke5 6. Qd4+ Kf5 7. Qd3+. Now, white will succeed after 7. ... Ke5 8. f4+. But black has acquired the defense 7. ... Be4. White has 8. Qd7+, which works after 8. ... Ke5. But black has the defense 8. ... Rxd7. White must neutralize this defense before executing his plan.

White would succeed after 1. Bb8+ Rxb8, since the black rook has been deflected. But black has the defense 1. ... Rc7, after which white cannot execute his plan. That means that white must also neutralize *this* possibility before playing Bb8+, which in turn must be played before white can play his switchback queen maneuver, which must be played before white can execute his main plan with f4+. So we must play as follows:

**1. Bd4+! Kd5 2. Sb4+ Rxb4 3. Ba7+ Ke5**

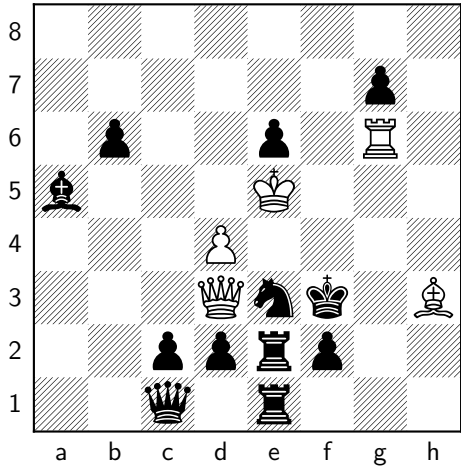
(If 3. ... Rd4 then 4. c4+ Ke5 5. Bb8+ Rd6 6. Qd4+ Kf5 7. Qf4+ gxf4 mate)

**4. Bb8+ Rxb8 5. Qd4+ Kf5 6. Qxg4+ Ke5 7. Qg3+ Kf5 8. Rd5+ Bxd5 9. Qg4+ Ke5 10. Qd4+ Kf5 11. Qd3+ Be4**

(If 11. ... Ke5 then 12. f4+ gxf4 mate)

**12. Qd7+ Ke5 13. f4+ gxf4 mate**

Selfmate in Two



Solution: 1. Qa3! with the threat of 2. Qf8+ Sf5 mate.

1. ... Bb4 2. Qa8+ Sd5 mate.

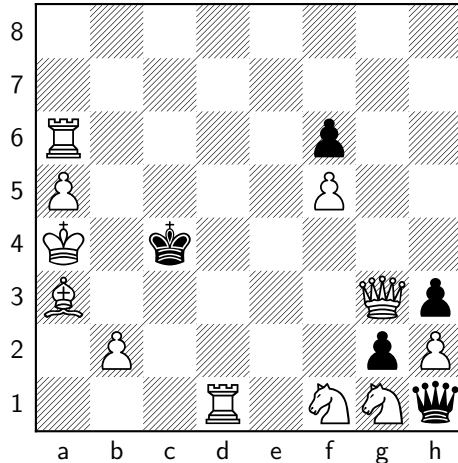
1. ... Qxa3 2. Bg2+ Sxg2 mate.

White finds three different ways of unpinning the black knight, and three different ways of covering the d6 flight, with long-distance queen moves throughout.

*The Problemist, July 2007*

**Selfmate in Three**

**Commendation**



**Solution:** Black has three moves in the position. White has three tries, each of which fails to a different move. (Note that, throughout, black's choice of piece to promote to after gxf1 is irrelevant).

1. Qf3? gxf1 2. Qe4+ Qxe4 3. Rc6+ Qc6 mate; 1. ... Qxg1 2. Qc6+ Qc5 3. Qb5+ Qxb5 mate. But 1. ... Qxh2! defeats.

1. Qd6? Qxh2 2. Qc7+ Qxc7 3. Rc6+ Qxc6 mate; 1. ... Qxg1 2. Qc6+ Qc5 3. Qb5+ Qxb5 mate. But 1. gxf1! defeats.

1. Qg7? Qxh2 2. Qc7+ Qxc7 3. Rc6+ Qxc6 mate; 1. ... gxf1 2. Rc6+ Qxc6 mate. But 1. Qxg1 defeats.

We should note the additional try 1. Qe1? which introduces the new line 1. ... Qxg1 2. Ne3+ Qxe3 3. b3+ Qxb3 mate. This try fails only to 1. ... Qxh2!

**1. Qb8! waiting.**

**1. ... Qxh2 2. Qc7+ Qxc7 3. Rc6+ Qxc6 mate.**

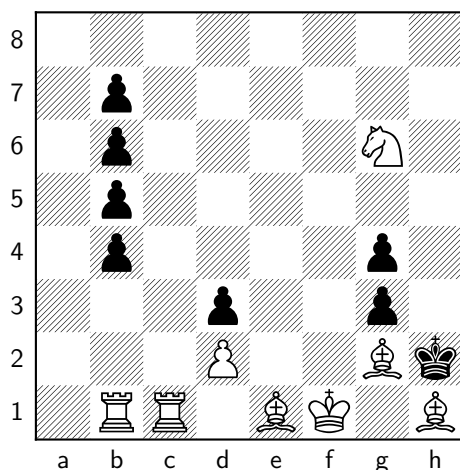
**1. ... gxf1 2. Rc6+ Qxc6+ 3. Qb5+ Qxb5 mate.**

**1. ... Qxg1 2. Se3+ Qxe3 3. Qb3+ Qxb3 mate.**

The white queen sacrifices herself on five different squares (b3, b5, c6, c7, e4), and also makes all the tries and key. There is also some changed play.

*The Problemist*, March 1996

### Reflexmate in Fifteen



**Solution:** To create a mating nest for himself, white will need to contrive a situation in which one of his rooks can get to f3, while his knight can get to e2, at a moment when black is stalemated. If he can accomplish that, he will then be able to sacrifice his rook on f3, compelling black to capture it for lack of other moves, and then sacrifice his knight on e2, compelling black to give mate by taking it with one of his pawns. The trouble is that white faces two big obstacles to executing this plan.

The first is that when white transfers his c1 rook to the f-file, he must take care that he is not able to mate black down the h file. The other is that he must make sure that black does not run out of moves while he is executing his maneuvers. In particular, white's knight will have to so arrange its trek so that it arrives on b5 in time to prevent black's pawn on b7 from making a double step (which will cause black to run out of moves one move earlier.)

That explains why the solution begins with such a spectacular key.

1. Sh8! b3 2. Rc8 b4 3. Rf8 b5 4. Rf4 b2 5. Sf7 b3 6. Sd6 b4 7. Sb5!

The white knight is just in time to prevent the double step by the pawn.

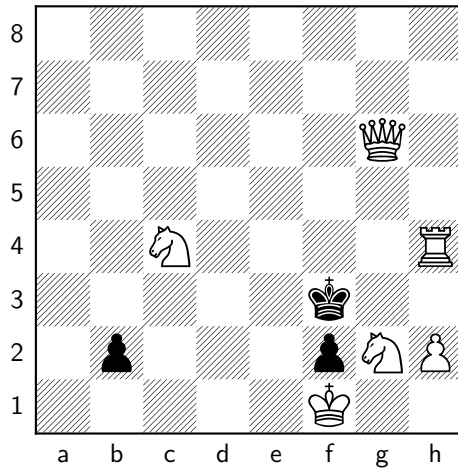
7. ... b6 8. Sd4 b5

White must now maneuver carefully to make sure black does not get stalemated.

9. Rd1 b1Q 10. Rxb1 b2 11. Rxb2 b3 12. Sxb3 b4 13. Sc1 b3 14. Rf3 gxf3 15. Se2 fxe2 or dxe2 mate

*U. S. Problem Bulletin, July-October 1993*

**Selfmate in Three**



**Solution:** The position is a complete block with set play 1. ... b1 Q/R+ 2. Se1+ and now 2. ... fxe1B 3. Qg3+ Bxg3 mate or 2. ... fxe1S 2. Qg2+ Sxg2 mate.

We also have 1. ... b1B 2. Qd3+ Bxd3 mate, or 1. ... b1S 2. Sd2+ Sxd2 mate.

White needs to find a waiting move that maintains his play on the g-file. He could try 1. Qg7? or 1. Qg5?, but these fail respectively to 1. ... b1B! and 1. ... b1S. There is also the possibility of 1. Qc2?, with the new line 1. ... b1Q/R 2. Se1+ fxe1B 3. Qf2+ Bxf2 mate, but 1. ... b1S defeats.

So, only **1. Qg8! waiting**, gets the job done. We have the following lines:

**1. ... b1Q/R 2. Se1+ fxe1B 3. Qg3+ Bxg3 mate, or 2. ... fxe1S 3. Qg2+ Sxg2 mate.**

**1. ... b1B 2. Qd5+ Be4 3. Qd3+ Bxd3 mate.**

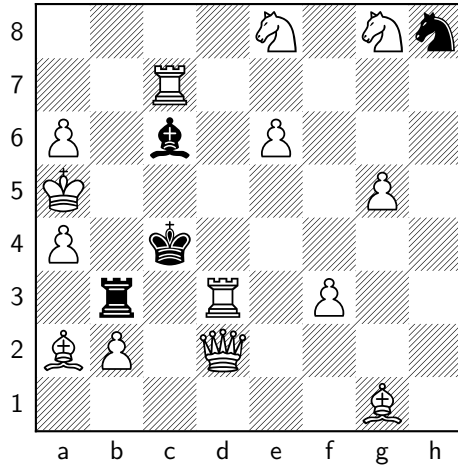
**1. ... b1S 2. Sd2+ Sxd2 mate.**

We have promotions to bishop and knight by two black pawns, in a light, complete block setting. Too many short variations to be satisfying, though.

*British Chess Magazine, June 1992*

### Selfmate in Five

### Commendation



**Solution: 1. Qe2! waiting**

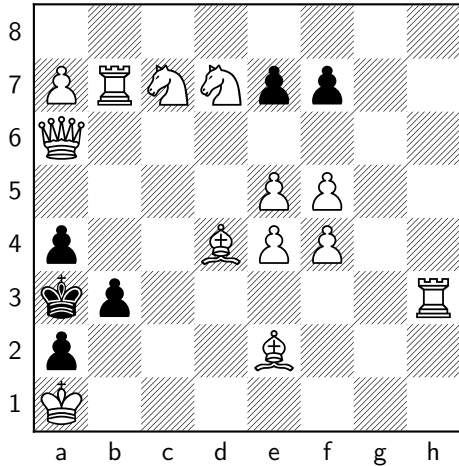
**1. ... Sf7 2. Rd4+ Kc5 3. Rxc6+ Kxc6 4. Rd6+ Sxd6 5. Qc4+ Sxc4 mate.**

**1. ... Sg6 2. Rc3+ Kd5 3. Se7+ Sxe7 4. Rd3+ Kc4 5. Rxc6+ Sxc6 mate.**

The black king and knight reverse their final positions in the two variations, with some interesting white battery play in both lines.

*The Problemist*, January 1991

Selfmate in Four



Solution: Qa5! waiting.

1. ... e6 2. Sf6 exf5 3. Bb5 fxe4 4. Be3 b2 mate.

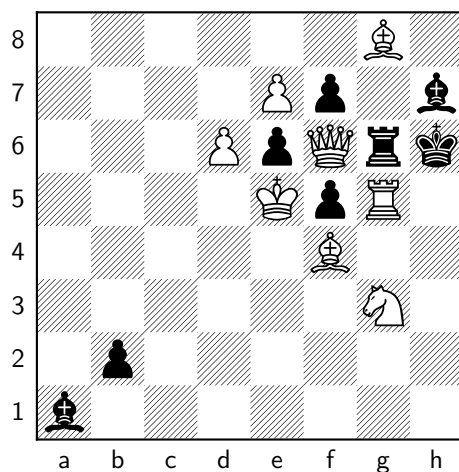
1. ... f6 2. Se6 fxe5 3. Bb6 exf4 4. Bf3 b2 mate.

No clear theme, but plenty of mutual symmetry between the two lines.



*British Chess Magazine*, July 1991

### Selfmate in Three



**Solution:** 1. e8S! waiting. Note that when black promotes his b pawn, his choice of piece is irrelevant.

1. ... Bxg8 2. Rxg6+ Kh7 3. Rg5 b1 mate

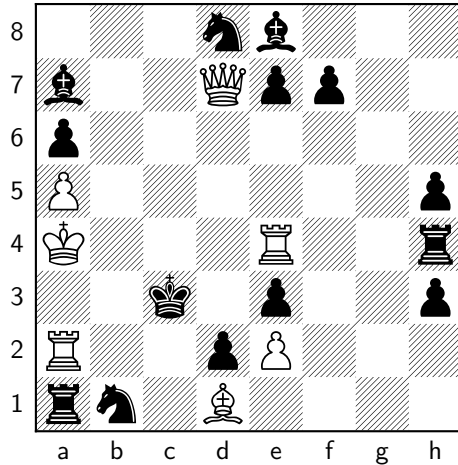
1. ... Rxf6 2. Rh5+ Kg6 3. Rxh7 b1 mate

In each variation, one black piece is captured and the other is incarcerated. But see the "stalemate in three" in the fairies section for a better version of this idea.

*Chess Life*, October 1989

## Selfmate in Two

### Commendation



**Solution: 1. Qb5! threatening 2. Rc4+ Rxc4 mate.**

**1. ... Sc6 2. Qb4+ Sxb4 mate.**

**1. ... Bd4 2. Rxe3+ Bxe3 mate.**

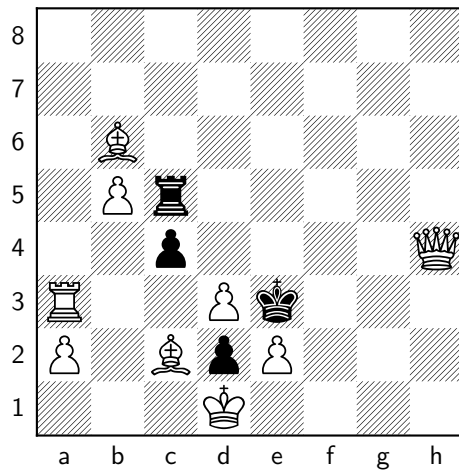
**1. ... Sa3 2. Rc2+ Sxc2 mate.**

The dentist theme on three different lines.

This is another one where David L. Brown should be listed as a co-composer. My original version only had two variations, and lacked the one in the southwest corner. David Brown noticed that a third line could be added.

*Chess Life*, June 1989

Selfmate in Two



**Solution: 1. Ba4! waiting**

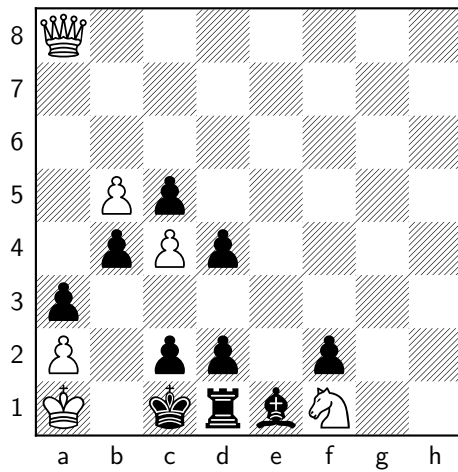
**1. ... c3 2. Rb3 c2 mate.**

**1. ... cxd3 2. Bb3 dxe2 mate.**

A white Grimshaw on b3 with a thematic, critical key move.

This was one of my earliest published problems, composed shortly after I learned what a “Grimshaw” was. Looking back on it with more experience, I would today consider it too trivial to submit for publication. But for all of that, I still like it. As simple as it is, it is nonetheless a very clean presentation of its theme.

Selfmate in Three



**Solution:** White can try 1. Qa4? threatening 2. Qxc2+ Kxc2 mate. This succeeds after 1. ... b3 2. Qxb3 d3 3. Qb2+ axb2 mate. But it is refuted by 1. ... d3!, since 2. Qb3 would now be stalemate.

White can also try 1. Qe4? again threatening 2. Qxc2+ Kxc2 mate. This time we have success after 1. ... d3 2. Qe5 b3 3. Qb2+ axb2 mate. But white has no reply to 1. ... b3!

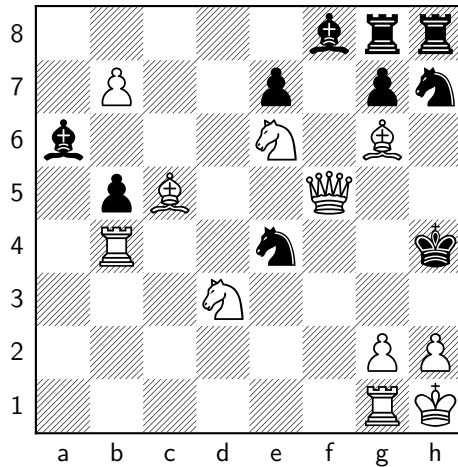
We conclude that white must wait for black to commit himself to one of the pawns. The key is **1. Qf3! waiting**. There are two variations:

- 1. ... d3 2. Qf6 b3 3. Qb2+ axb2 mate.
- 1. ... b3 2. Qxb3 d3 3. Qb2+ axb2 mate.

*Chess Life*, February 1989

Selfmate in Four

Second Honorable Mention



**Solution: 1. Qf3 waiting.**

**1. ... Bxb7 2. Bxe7+ Bxe7 3. g3+ Kh3 4. Sf2+ Sxf2 mate.**

**1. ... Sf6/g5 2. Qf2+ Kg4 3. Rxe4+ Sxe4 3. Qg3+ Sxg3 mate.**

Double masked pin mates.

This was my first published problem. However, *Chess Life's* then problem editor, David L. Brown, deserves to be listed as a co-composer, since he greatly improved the problem from the version I initially submitted.