

In this issue

Reciprocal changes again, but do not expect them in the next issue. But you can try your ideas and abilities in the 1st TT Conflictio dedicated to them, just announced. And as a dessert you will find two orthodox #2 with very difficult theme.

Juraj Lörinc

Reciprocal change again

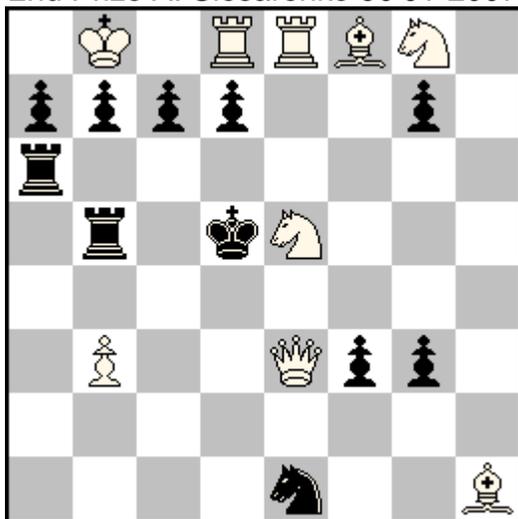
(Inspired by readers 2)

I hope you have liked reciprocal change problems in the previous issue as a few more follow now. I can promise that I will put this theme for a few issues to a rest – unless it is present in a problem selected for other reasons.

Let's start with orthodox twomover **41** with nonstandard mechanism.

41 - Marjan Kovačević

2nd Prize A. Slesarenko 50 JT 2007



#2

(9+11) C+

1...Ra4 2.Rxd7#

1.Sxd7? [2.Qe4#]

1...Ra4 **a** 2.Se5# **A**

1...Kc6 **b** 2.Qe6# **B**

1...Re6!

1.Sxf3! [2.Qe4#]

1...Ra4 **a**,Re6 2.Qxe6# **B**

1...Kc6 **b** 2.Se5# **A**

1...Rb4 2.Qc5#

1...Rd6,d6 2.Se7#

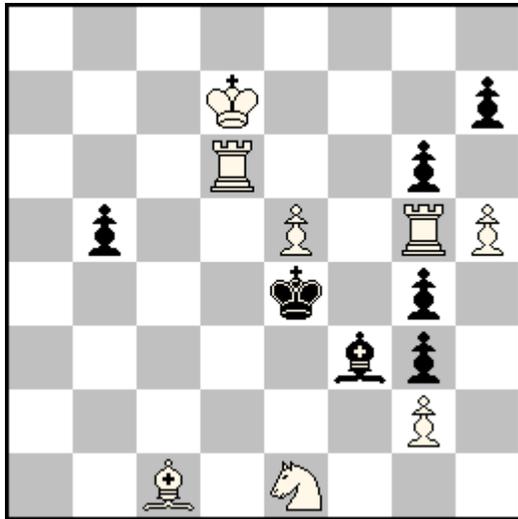
There is set answer for one of thematical defences 1...Ra4. The other defence does not exist yet as both try and key provide flight c6. Moreover, none of thematical mating moves cannot be played in the diagram position as wS is still standing at e5.

The first moves create batteries on the file d and the long diagonal. They are fired by switchback checkmate 2.Se5# if Ra6 does not guard d6 or the check is doublecheck. Then checkmate 2.Qe6# works if neither of two guardians Ra6 or Pd7 does not attack e6 effectively.

In orthodox threemovers there is perhaps even wider set of tools that can be used for motivation of reciprocal change. This

time I have selected two examples, simpler **42** and more complicated **43**.

42 - C.G.S. Narayanan
KoBulChess 2018



#3 (8+7) C+

1...Bd1 2.Sd3 [3.Sc5#]
1...Be2 2.Sc2 [3.Rd4#]

1.Ke6! [2.Sxf3,gxf3+ gxf3 3.Rg4#]
1...Bd1 2.Sc2 [3.Rd4#] Bxc2 3.Rxg4#
1...Be2 2.Sd3 [3.Sc5#] Bxd3 3.Rxg4#
1...gxh5 2.Rf5 [3.Rf4#]

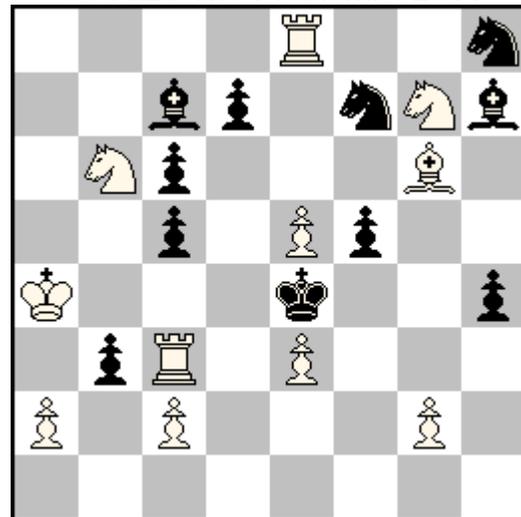
In the diagram position, Bf3 could make strong move Bxg2, tying Sd1 to the f3 square. After bishop moves 1...Bd1 and 1...Be2 the knight can make attacks, choosing the squares where bishop cannot capture him.

The key changes the playground. On one hand, wK guards e5 and f5, bringing into action a new checkmate Rg4# that is a key danger to Black, employed in the threat and both variations. On the other hand, wK is vulnerable to the checks from bB after moves to d1 and e2. This check possibility actually motivates defences as well as white attacks: the knight must choose the square where it interferes with

bB. This results in the natural reciprocal change with Keller paradox in solution – white moves to the square just freshly attacked by Black.

43 is by Michael Keller himself and the thematic reciprocal play is logically grounded (without Keller paradox).

43 - Michael Keller
1st Prize The Problemist 2011



#3 (11+11) C+

1...Sxe5 **a** 2.Bh5 **A** [3.Bf3#]
1...Bxe5 **b** 2.Sh5 **B** [3.Sf6#]

1.Bh5? [2.Bf3#]
1...Sg5!

1.Sh5? [2.Sf6#]
1...Bd8!

1.Sc4! [2.Sd2+ Kd5 3.Rd3#]
1...Sxe5 **a** 2.Sh5 **B** [3.Sf6#] Bd8
3.Rxe5#
1...Bxe5 **b** 2.Bh5 **A** [3.Bf3#] Sg5
3.Rxe5#
1...Kd5 2.Rd3+ Kxc4/Ke4 3.axb3/Sd2#

Two thematic tries of White to h5 are refuted as Black has strong defenders. That is why the set play works in

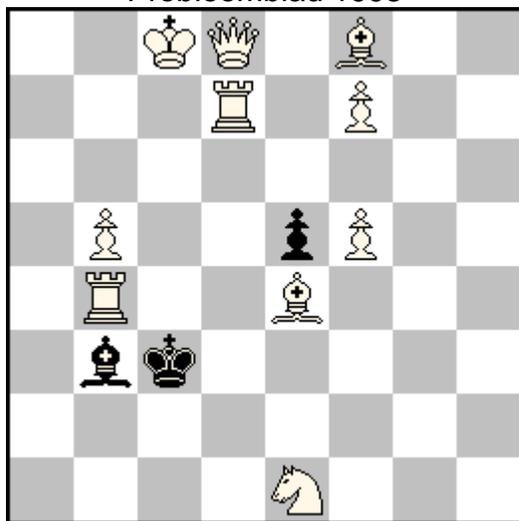
a straightforward manner – as soon as Black gives up refutation by self-pinning move, White can attack correspondingly.

The change provided by the key is quite significant. 1.Sc4 provides flight d5 and the threat includes bK moving to d5. Therefore captures on e5 are true defences in spite of self-pinning, as 2...Kd5 unpins.

Sc4 also guards e5, so that there is a new possible checkmate R×e5#. It materializes after defences from set play, followed by the same attacks reciprocally changed. Refutations of tries now become ineffective as they unguard e5.

No 44 is the first example of direct play where the aim is other than checkmate.

44 - Gerhard Maleika
Probleemblad 1993



=2

(10+3) C+

- 1.Qa5? [2.Qa3=]
- 1...Bc4 **a** 2.Qc7= **A**
- 1...Kb2 **b** 2.Rc7= **B**
- 1...Ba4 2.Q×a4=
- 1...Bd1 2.R×d1=
- 1...Ba2 2.Q×a2=
- 1...Bd5 2.R×d5=

1...B×f7!

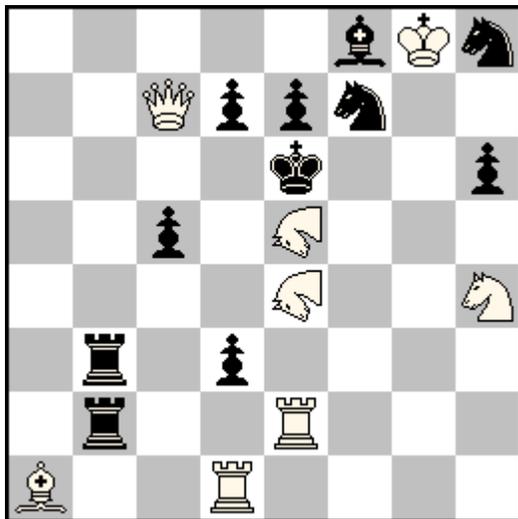
1.Ra7! blocus

- 1...Bc4 **a** 2.Rc7= **B**
- 1...Kb2 **b** 2.Qc7= **A**
- 1...Ba4 2.Ra×a4=
- 1...Bd1 2.Q×d1=
- 1...Ba2 2.R×a2=
- 1...Bd5 2.Q×d5=
- 1...Bc2 2.S×c2=
- 1...B×f7 2.R×f7=
- 1...Be6+ 2.f×e6=

The mechanism is not difficult to understand. To stalemate Black, White must capture or pin Bb3 and take care of flight b2. This requires attack on the a-file by rook or queen, used in capture of bB on a4 and a2 as well after 1...Kb2. Then any move of Bb3 neutralizes flight b2 and again captures on d1 and d5 are done by piece staying on the d-file. Finally, 1...Bc4 must be met by pin on c-file by piece making the key move. Very effective use of white force for reciprocal change + 4 other ordinary changes [overall Z-26-6(10)].

With 45 we slowly enter the territory of true fairies. Slowly, as the only fairy element is dragon, piece combining powers of knight and pawn (without considering promotions).

45 - Juraj Lörinc
 2nd Place 1st Tetragon
 Sinfonie Scacchistiche 2016



#2 (8+11) C+
 ♖ = dragon

1...dxe2 2.DRxc5#
 1...Rxe2 2.Qxd7#

1.DRf6? [2.Qxd7#]
 1...dxe2 2.DRd5#
 1...Rb7!

1.DRf2? [2.Qxd7#
 2.DRf4#]
 1...Kd5!

1.DRxd7? [2.DRxf8#
 2.DRdxc5#]
 1...Sd6!

1.DRf3? [2.DRf4#]
 1...Sg6!

1.DRc4! [2.DRg5#]
 1...dxe2 2.Qxd7#
 1...Rxe2 2.DRxc5#
 1...Se5 2.Qxe5#

From the point of view of the present article one should concentrate on the set play and solution. Motivation of reciprocal

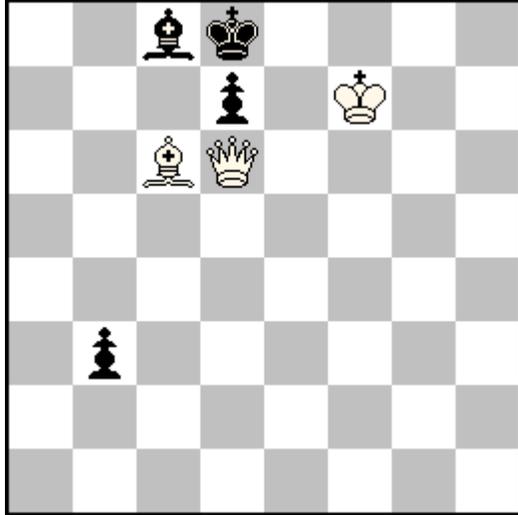
change is not complicated: in the diagram position two captures of Re2 open white lines to d5 and c5. The key 1.DRc4 guards these two squares, but unguards f6 and d6. Thus, two defences now open the same lines of Rd1 and Ba1 to two different squares and mates are exchanged.

The tries add some spice and employ unusual dragon movement features. Normally, any guarding of e5 would threaten Qxd7#. But then 1.DRf2? has a second threat too thanks to pawn doublestep and moves of DRe5 unguard d7 while guarding e5, so that the threat has to be corrected. This correction is fully present in solution where captures on e2 make threatening doublecheck only simple check.

There were many ways how to finish **45** without adding any other fairy elements. While I have decided to go for prominent try-play, I was regretting that I did not manage to make a change of two mates in three phases (1.DRf6? dxe2 2.DRd5# was already one additional change, so that only mate after 1..Rxe2 is missing).

46 is another rather simple mechanism, yet fully utilizing available fairy element Madrasi. And a miniature!

46 - Narayan Shankar Ram
Rex Multiplex 1984



#2 (3+4) C+
Madrasi

1...Bb7! a 2.Qb8# A
1...Ba6 b 2.Qxd7# B

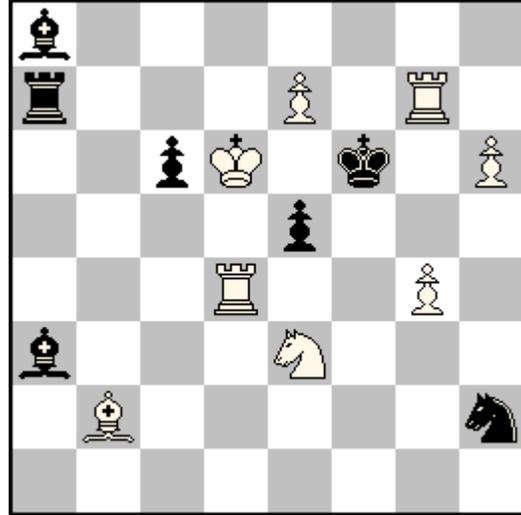
1.Bb5! [2.Qb6#]
1...Bb7 a 2.Qxd7# B
1...Ba6! b 2.Qb8# A

The set play shows well what is the change about. If Bc8 leaves post at c8, White can checkmate Qxd7#. This is realized after 1...Ba6. The defence 1...Bb7 is then a black correction as it additionally paralyzed white bishop. Yet, the error is self-paralysis of bB and white can checkmate 2.Qb8#.

In the solution wB changes position and with the same motivation we get reciprocal change as role of random move and correction is switched between two black defences (they defend by unblocking of c8).

Why 1.Ba4? is not a solution with no black correction possible? Pb3 refutes by 1...b2! 2.Qb6+ b1=Q! So white has to use anticipatory interference on the file.

47 - Jacques Rotenberg
1st Prize K. Seetharaman 64 JT 2013



#2 (8+7) C+
Superguards

1...Bxb2 a 2.Sd5# A
1...Ra4 b 2.e8=S# B

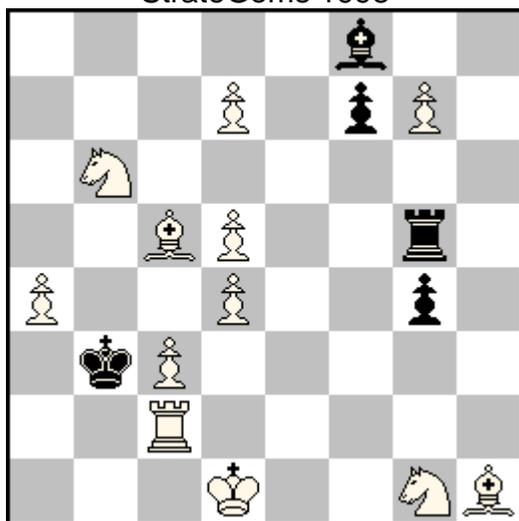
1.Kd7! [2.Rd6#]
1...Bxb2 a 2.e8=S# B
1...Ra4 b 2.Sd5# A
1...Sf3 2.g5#, 1...e4 2.Rd2#

This reciprocal change is slightly more complicated (thanks to Seetharaman for pointing it!)

There is no check to white as wK is superguarded by Rd4. Only when black piece attacking wK leaves, white can interfere with wR on d-file, in the set play it works after 1...Bxb2, in solution after 1...Ra4.

The checkmate e8=S# does not work for other reason – bK could enter f7 where he would be superguarded from Ra7 in the set play and from Ba3 in the solution. So only after withdrawals promotion mates work. Two additional variations employ superguarding effects as well.

48 - Venelin Alaikov
4th Honourable Mention
StrateGems 1998



#3 (12+5) C+

Circe

1...R×g7(g2) **a** 2.Sf3 **A** [3.Sd2#]
1...B×g7(g2) **b** 2.Se2 **B** [3.Sc1#]

1.Sf3? [2.Sd2#]
1...R×d5(d2)!

1.Se2? [2.Sc1#]
1...B×c5(Bc1)!

1.d6! [2.Bd5+ R×d5(Bf1) 3.Bc4#]
1...R×g7(g2) **a** 2.Se2 **B** [3.Sc1#]
1...B×g7(g2) **b** 2.Sf3 **A** [3.Sd2#], 2...
B×d4(d2) 3.S×d4(Bf8)#

Threemover **48** uses very similar mechanism although the genre is quite different. What is the same? There are two black R and B lines intersecting on the same square (c5 in **48**, f7 in **47**). There is a white piece making key move that moves from one line in question to another (Pd5 in **48**, Kd6 in **47**). White cannot immediately play two planned attacks thanks to vulnerabilities due to access of Black to intersection and attack on the key piece. In **47** this was due to

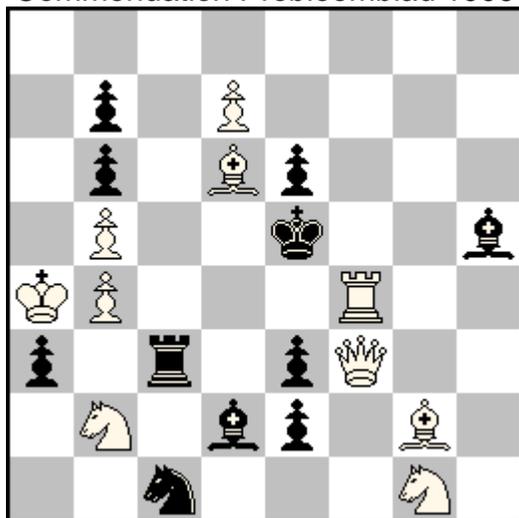
superguarding effects, in **48** this is due to potential rebirths of white units on c1 and d2.

Of course, I am not suggesting we are witnessing any anticipation here. Clearly the constructional device employed by authors of **47** and **48** is the same, but it is just one of many elements in making the whole problem. The underlying motivation counts, constructions counts, additional themes count. If I should compare **47** and **48**, I would favour **48** due to multiple reasons: richness of fairy motivation, economy of force as well as time and maybe also my own personal preference to antagonistic problems where wK plays active role.

And now for something completely different in **49**: Anticirce selfmate with very different mechanism.

49 - Hubert Gockel

Commendation Probleemblad 1996



s#2

(10+11) C+

Anticirce

1...Rd3 **a** 2.Qd5+ **A** Rxd5(Ra8)#

1...Rc4 **b** 2.Qe4+ **B** Rxe4(Ra8)#

1.Sxe2(Sb1)! [2.Sd3+,Sc4+]

1...Rd3 **a** 2.Qe4+ **B** Bd1#

1...Rc4 **b** 2.Qd5+ **A** Bd1#

In the set play White exploits Anticirce property of bR: forced captures on d5 and e4 lead to rebirth on a8 with checkmate.

Any move of Sg1 threatens 2.Sd3+ and 2.Sc4+, again with rebirth of bR on a8. But the knight does not have much choice. 1.Sh3? would be refuted by 1...e1=Q/R! with following blocking of g1. Therefore, Pe2 must be liquidated.

Two threats mean bR cannot just move away, it must choose the defence squares wisely to defend both threats: d3 and c4 are resulting defences. Why wQ cannot repeat attacks from the set play? The reason is Bh5 – it would be wrong to play now e.g. 1...Rd3 2.Qd5+? Bd1+! 3.Qb3. So wQ much actually choose the square where it could exploit anticipatory

line closing by bR and Anticirce typical forcing of check by Bd1. Note that the key has also blocked b1 so that Sb2 cannot capture Bd1.

For a time being, I think we have seen enough reciprocal changes. I have already received pointer to some other via e-mail from readers and I will surely show them in later issues. Until then (and afterwards) you can engage in composing for our first TT.

Juraj Lörinc

1st TT Conflictio C 10.10.2018 announcement

Conflictio announces formal thematical tourney for chess problems with antagonistic stipulations with compulsory reciprocal change. The reciprocal change can be a part of a larger complex of changes, but it should be a prominent recognizable feature.

Judge: Narayan Shankar Ram (India)

The competing problems can be of any length, their aim can be any (mate, stalemate or other). Any form of twins, multiple solutions, duplex or set play are allowed, as well as fairy elements. The tourney might be divided to multiple sections if enough problems are received, depending on the opinion of the judge.

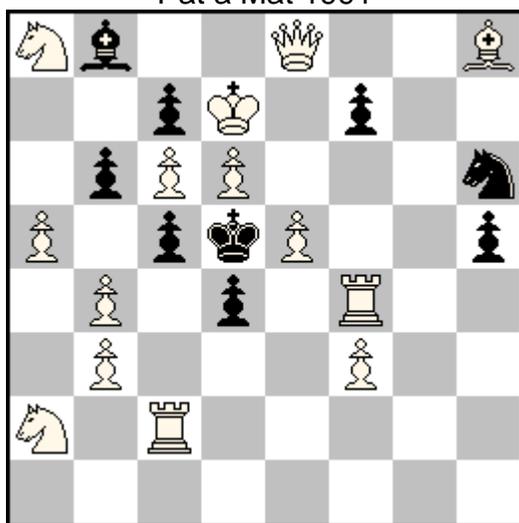
Entries should be sent by email to juraj.lorinc+conflictio@gmail.com before October 10th, 2018. The award will be published in Conflictio.

Please, let know your friends about our competition!

6-fold cyclic Hannelius

Not long time ago I have noticed **51** in the award of PaM tourney for orthodox #2. It finally realized the idea tried unsuccessfully by L. Lačný 25 years ago in **50**.

50 – Ľudovít Lačný
1st Honourable Mention
Pat a Mat 1991



#2 (14+9) C-

1.bxc5? [2.Sb4# **A**]
1...bxa5! **a**, 1...bxc5!

1.axb6? [2.Rxc5# **B**]
1...cxd6! **b**

1.dxc7? [2.Sxb6# **C**]
1...Ba7! **c**

1.Qxb8? [2.Sxc7# **D**]
1...f6! **d**

1.Rxf7? [2.Qe6# **E**]
1...d3! **e**

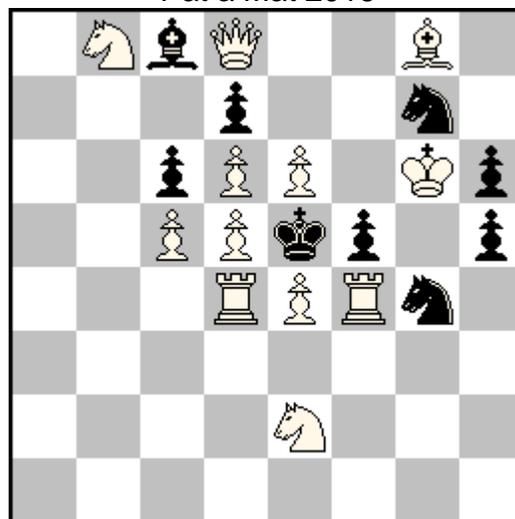
1.Rd2? [2.Sc3# **F**]
1...cxb4! **f**

1.Rh4! blocus

1...bxa5 **a** 2.Rxc5# **B**
1...cxd6 **b** 2.Sxb6# **C**
1...Ba7 **c** 2.Sxc7# **D**
1...f6 **d** 2.Qe6# **E**
1...d3 **e** 2.Sc3# **F**
1...cxb4 **f** 2.Sxb4# **A**

There are six tries neutralizing black defenders (5x capture, 1x pin) with six different threats **ABCDEF** that are refuted by six different moves **abcdef**. Well, unfortunately, there is one additional refutation of the first try, ruining the idea of cyclical play in the solution: 6-fold cyclic Hannelius.

51 - Ján Dučák
Special Commendation
Pat a Mat 2016



#2 (12+9) C+

1.exf5? [2.Rfe4# **A**]
1...cxd5! **a**

1.dxc6? [2.Rd5# **B**]
1...dxe6! **b**

1.exd7? [2.Sxc6# **C**]
1...Bb7! **c**

1.Qxc8? [2.Sxd7# **D**]
1...Sf6! **d**

1.R×g4? [2.Qf6# **E**]
1...Se8! **e**

1.K×g7? [2.R×f5# **F**]
1...f×e4! **f**

1.Qh4! blocus
1...c×d5 **a** 2.R×d5# **B**
1...d×e6 **b** 2.S×c6# **C**
1...Bb7 **c** 2.S×d7# **D**
1...Sf6 **d** 2.Q×f6# **E**
1...Se8 **e** 2.R×f5# **F**
1...f×e4 **f** 2.Rf×e4# **A**

So, we have here the position that is working. No pin involved, moreover three of six tries capture black officers, so it is not according to orthodox twomover canons, yet it has no soundness issues.

Clearly, some elements of the matrix are the same, yet the overall play is sufficiently different. And what is more important, the intended theme is complete.

By the way, by chance also the keys of both twomovers are played to the same square, even if the scheme itself is moved.

Any other efforts to show the intended theme? If not in orthodox twomover, perhaps in some other genre? And without flaws? Or even with no prepared variations?

Juraj Lörinc

Conflictio is an e-zine dedicated to chess problems with antagonistic stipulations
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