

## In this issue

The first article by contributor Gerhard Maleika contains 7 originals inspired by the first twomover of the article. In the second article I tried to recall some memories of my solving during 2023, concentrating on unexpectedly successful European Championship. The last article shows some compositions with white complete initial position on two first rows.

Originals column contains the original by Kjell Widlert. (I cannot write "first" because of the Gerhard's article.)

Stay safe and enjoy Conflictio!

Juraj Lörinc

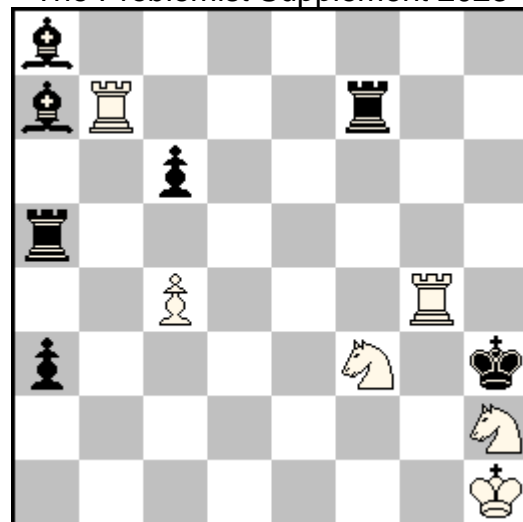
## Double threats

by Gerhard Maleika

In **1190** the mates  $2.Sg1\#$ ,  $Sg5\#$  follow on  $1...c5$  in the set phase. After the try  $1.Rb3?$  these mates threaten and  $1...c5$  prevents them, as the black pinning line  $a8-f3-h1$  is open. After the key  $1.c5!$  these mates also threaten, there is a change of mate to  $1...Rxf3$ .

This witty problem inspired me to construct the following problems, which, however, have a different aim. The point is that the try and the key pose the same 2 threats, which are uniquely separated by different black moves in both phases. For good measure, there is a change of mate in **1191** to **1196** and a mate transference in **1197**.

### 1190 - Rainer Paslack The Problemist Supplement 2023



#2

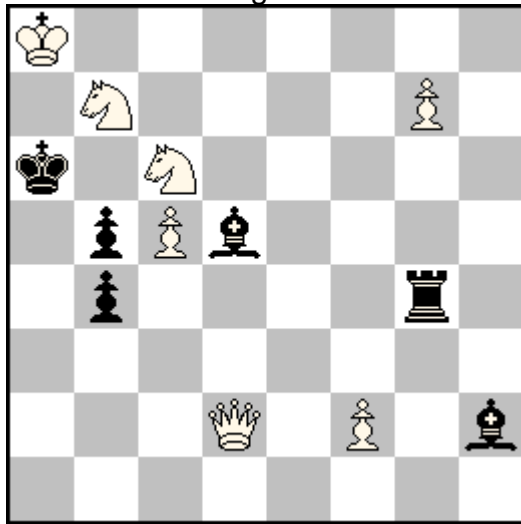
(6+7) C+

$1...c5$   $2.Sg1\#$ ,  $Sg5\#$

$1.Rb3?$  [ $2.Sg1\#$ ,  $Sg5\#$ ],  $1...c5!$   
 $1...Rxf3$   $2.Rxf3\#$

**$1.c5!$**  [ $2.Sg1\#$ ,  $Sg5\#$ ]  
 $1...Rxf3$   $2.Rh7\#$

**1191 - Rainer Paslack  
& Gerhard Maleika**  
original



#2

(7+6) C+

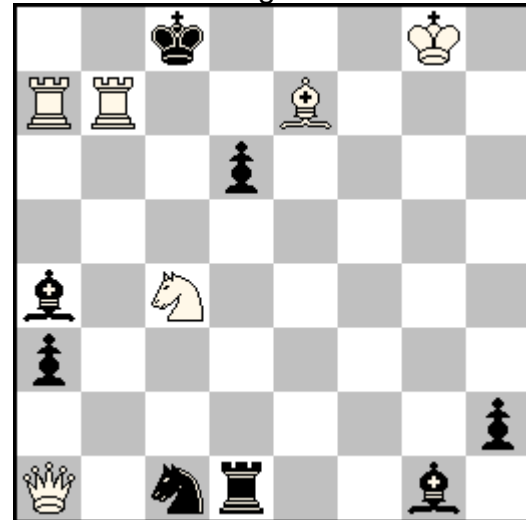
1.Qh6? [2.S×b4#, Sb8#]  
1...Rg6 2.S×b4#  
1...Bd6 2.Sb8#  
1...B×c6 2.Q×c6#  
1...Be6!

**1.f4!** [2.S×b4#, Sb8#]  
1...B×f4 2.S×b4#  
1...R×f4 2.Sb8#  
1...B×c6 2.Qa2#

*Analysis of both 1190 and 1191 reveals that the mechanism of two keys is the same: one of them is Nowotny, allowing single-check mate, the other sets up direct battery, making both threats mates by double-check.*

*Separation of Nowotny mates is done by captures on the intersection, while double-check mates can be done using various motivation.*

**1192 - Gerhard Maleika**  
original



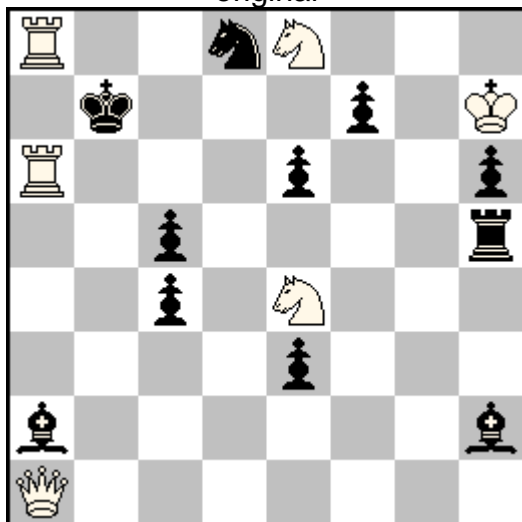
#2

(6+8) C+

1.Qc3? [2.Sb6#, S×d6#]  
1...Bc5 2.Sb6#  
1...B×a7 2.S×d6#  
1...Bb3 2.Qh3#  
1...Bc6!

**1.Qd4!** [2.Sb6#, S×d6#]  
1...R×d4 2.Sb6#  
1...B×d4 2.S×d6#  
1...Bb3 2.Qg4#

1193 - Gerhard Maleika  
original



#2

(6+11) C+

1.Qh1? [2.Sxc5#, S4d6#]

1...Rd5 2.Sxc5#

1...Bb8 2.S4d6#

1...Bb1 2.Qxb1#

1...Sc6!

**1.Qe5!** [2.Sxc5#, S4d6#]

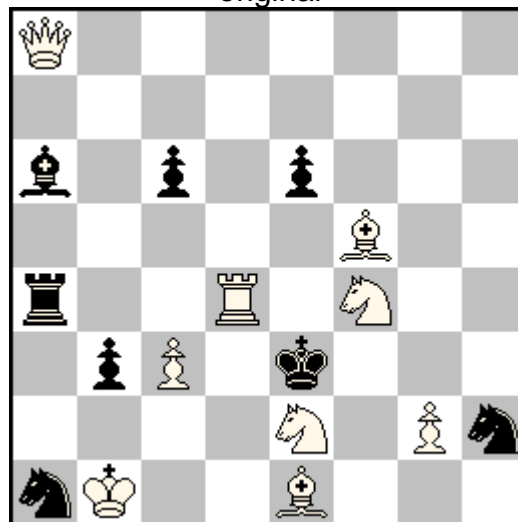
1...Bxe5 2.Sxc5#

1...Rxe5 2.S4d6#

1...Bb1 2.Qb2#

*Note also the difference of creation of the mate change. While in 1192 the changed mates after 1...Bb3 are created by keys, in 1193 both mates after 1...Bb1 are present in the set play and separated by the keys. There is other possibility, like in 1191, where one mate is set and in the try it is changes by move of wQ.*

1194 - Gerhard Maleika  
original



#2

(9+8) C+

1.Qa7? [2.Rd3#, Re4#]

1...Bd3+ 2.Rxd3#

1...Bxe2 2.Re4#

1...exf5 2.Qe7#

1...Rxd4 2.Qxd4#

1...c5!

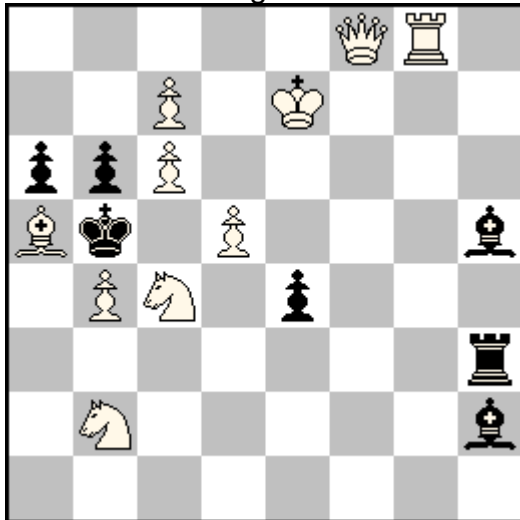
**1.c4!** [2.Rd3#, Re4#]

1...Rxc4 2.Rd3#

1...Bxc4 2.Re4#

1...exf5 2.Qe8#

1195 - Gerhard Maleika  
original



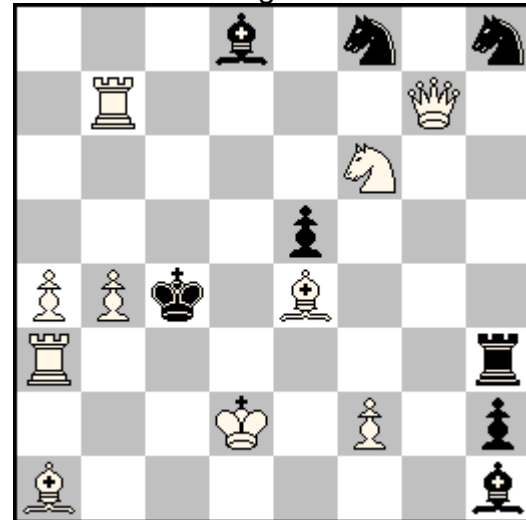
#2

(10+7) C+

1.Qf1? [2.Sa3#, Sd6#]  
1...Rd3 2.Sa3#  
1...Bd6+ 2.Sxd6#  
1...bxa5 2.Rb8#  
1...Be2!

**1.Rg3!** [2.Sa3#, Sd6#]  
1...Bxg3 2.Sa3#  
1...Rxg3 2.Sd6#  
1...bxa5 2.Qb8#

1196 - Gerhard Maleika  
original



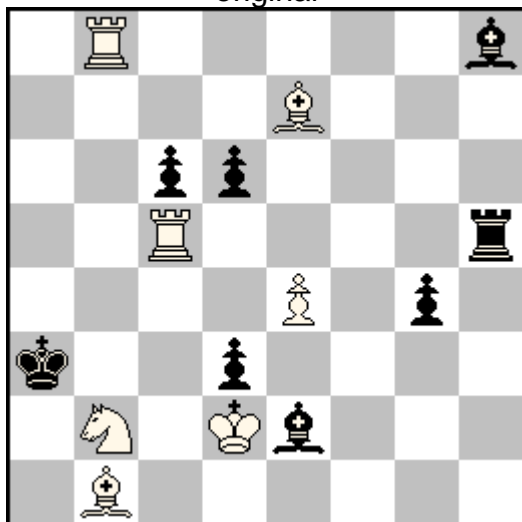
#2

(10+8) C+

1.f3? [2.Bd3#, Bd5#]  
1...Bxf3 2.Bd3#  
1...Rxf3 2.Bd5#  
1...Bxf6 2.Qc7#  
1...Bb6!

**1.Qg4!** [2.Bd3#, Bd5#]  
1...Rd3+ 2.Bxd3#  
1...Rxa3 2.Bd5#  
1...Bxf6 2.Qc8#  
1...Bxe4 2.Qxe4#

1197 - Gerhard Maleika  
original



1.e5? [2.Rc3#, Ra5#]

1...Rxe5 2.Rc3#

1...Bxe5 2.Ra5#

1...dxc5 2.Bxc5#

1...Bd1!

**1.Bxd6!** [2.Rc3#, Ra5#]

1...Bc3+ 2.Rxc3#

1...Bxb2 2.Ra5#

1...Rxc5 2.Bxc5#

*Transference mechanism is something different: of two defences by capture on c5, one is always made impossible by keys.*

Gerhard Maleika

*Additional remarks by Juraj Lörinc*

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## Return to ECSC 2023

In 2023 I was solving more than usually. Everything started already at the

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<sup>1</sup> It was important especially for ECSC organized in Bratislava, therefore with minimum participation costs for anyone from Slovakia,

beginning of the year when it was clarified that Slovakia will be organizing European Championship (ECSC). In order to boost participation of Slovak solvers in specific categories, Marek Kolčák has started series of online trainings for young solvers and/or women. Somehow I started participating as well, first to see how it goes, then helping him to put more views on the analyzed positions, and then by the way gaining some practice myself as well.

The came the Slovak championship, being also qualification for the international championships.<sup>1</sup> Somehow I solved quite well and without participation of some of the better solvers (especially Laco Salai, Vasil Ďačuk) I finished as the fourth Slovak solver. Thus I qualified for the first Slovak team. After some consideration I confirmed my participation in ECSC.

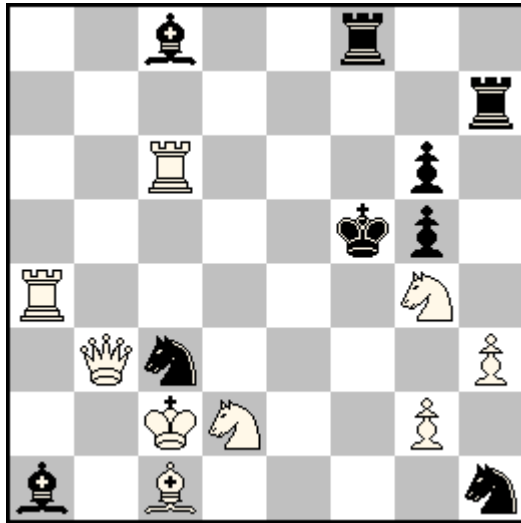
And so I was there. Without any big expectations from the team (only in helpmates round there were specific expectations about my contribution to points tally), but I solved better than generally expected. Let me give some impressions related to problems solved.

Twomover round is usually the most stressful. It is expected that you solve all twomovers sooner or later, but having only 20 minutes for three of them is often too short time. It is becoming worse and worse as I am getting older.

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while for WCSC organized in Batumi there was much less interest among Slovak solvers.

**1198 - Wieland Bruch**  
4th Prize Troll 2005-2006

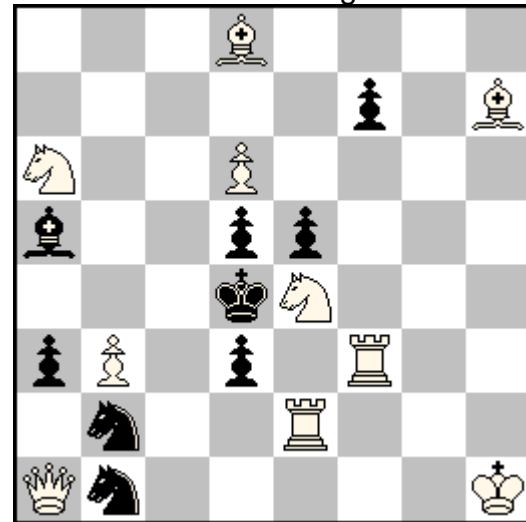


1.Sf3? [2.Se3#], 1...Se4!  
1.Se4? [2.Sd6#], 1...Sd5!

**1.Sc4!** [2.Sce3,Sd6#]  
1...Se4 2.Qf3#  
1...Sd5 2.Qd3#

After initial look on the position, Bc1 was the main reason why I started to try possible keys by Sd2. Sd2 cannot directly check bK and if it did not move, Bc1 would not be able to participate in the play. Single-threat moves like 1.Sf3? and 1.Se4? interfered with queen mates 2.Qf3# and 2.Qd3#. Then 1.Sc4! seemed even more crazy as it also gave flight e4... but wait, both mentioned mates are guarding e4 as well, so this might work. That is why I wrote 1.Sc4! and moved on the next **1199**.

**1199 – Jurij Sushkov**  
2nd Honourable Mention  
The British Chess Magazine 1982



1.Se~? [2.Rxd3#], 1...f5!  
1.Sf6? [2.Rxd3#], 1...e4!

1.Sec5? [2.Rxd3#]  
1...e4 2.Bf6#  
1...Bc3!

1.Sf2? [2.Rxd3#]  
1...e4 2.Bf6#  
1...Bc3 2.Bb6#  
1...Sc3!

**1.Sc3!** [2.Sb5#]  
1...e4 2.Bf6#  
1...Bxc3 2.Bb6#  
1...Sxc3 2.Qg1#  
1...Kxc3 2.Rxd3#

Here it was clear that moving Se4 creates threat 2.Rxd3# by opening Bh7, with strong defence 1...f5!. It was also clear that specific moves tend to interfere with Bd8 and Qa1, allowing refutations. 1.Sc3 was one move with immediate interference, but when I noticed it changes threat, I tried all variations and they worked, so I wrote it and moved on.



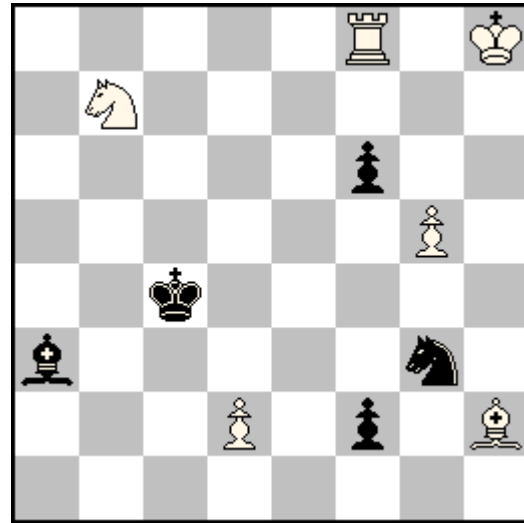
All in all, threemover round was the first small surprise. I banked 13.75 points and this counted for the team as our worst solver got only 5.

Then came the studies round. For me as predominantly fairy chess expert and very weak OTB player, this genre is the most difficult for me, by miles. Usually I move pieces “randomly” on the board, trying to understand what can go on, and then I write only a few moves that seem to me ok in every study. I just hope that somehow I found the right beginnings, scoring point or two, and then I try to save a lot of time by handing the solutions to judges in about 60 minutes from allotted 100.<sup>2</sup>

This time I cashed in perhaps all the luck saved over years. I solved fully (well, see details below) two studies. When I searched my solving history, I found it happened only once in the past, in the Czech solving championship some 20 years ago, but the studies there were much easier. Here other team members gained 10, 10 and 7 points, so my full 10 again counted and that was crazy!

So let's see my two successes, **1202** and **1203** and what I was able to find. Only main variations are given as the points were only for them and that was my good luck – I even did not notice some by-variations... I said it was crazy!

**1202 - Borislav Ilinčić & Mirko Miljanić**  
4th Honourable Mention Mat Plus 2010



= (6+5)

1.Rxf6 Bb2 2.d4 Bxd4 3.Kg8 Bxf6 4.gxf6 Sh5 5.f7 Sf6+ 6.Kh8 Sd7 7.Sc5 Kxc5 8.Bg1 fxg1=Q 9.f8=Q+ Sxf8 stalemate

Pf2 is the White's problem, so 1.Rxf6 Bb2 was obvious. It is clear that Black will capture the rook, and promote queen, but White can force the play by Kg8 unpin, counting upon gxf6 and f7. Then, however, the bS can prevent the white promotion by manoeuvre Sh5-f6+-d7. But White can then play for stalemate with sacrifice of knight 6.Sc5! and then 7.Bg1 force captures, potentially culminating in 8.f8=Q+, if only there was not Pd2. Hmm... a-ha! The Pd2 can be sacrificed in the 2nd move and Black must capture it.

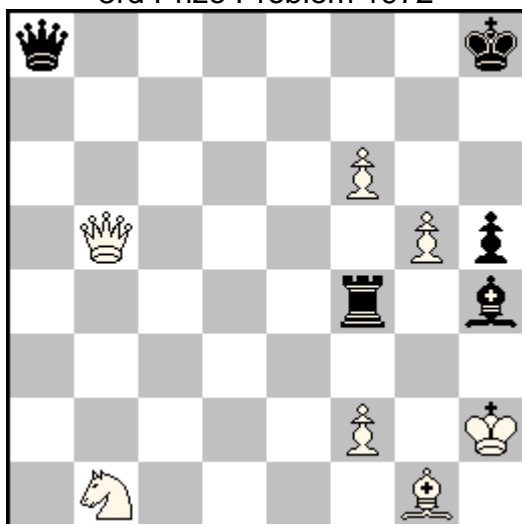
As I said, there are some by-variations, especially I had good luck in choosing writing 4...Sh5 instead of 4...Se4 (where the continuation is different 5.Sd6+ Sxd6 6.Bxd6). But overall I liked the content.

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<sup>2</sup> If the score of the solver is 0 in a given round, he is assigned full time regardless of the real time spent.



**1203 - Alexandr Bor**  
3rd Prize Problem 1972



+ (7+5)

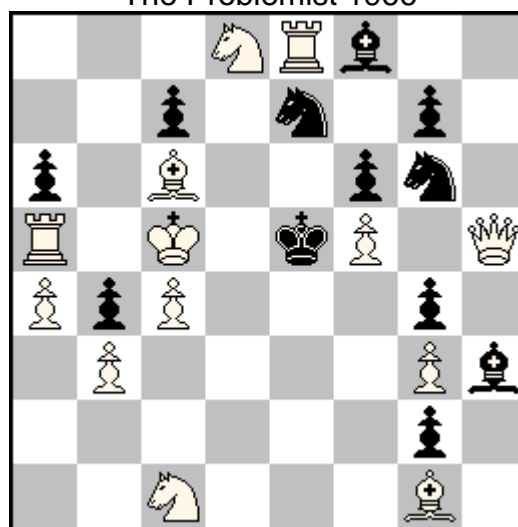
1.g6 Bg3+ 2.f×g3 Rh4+ 3.g×h4 Qa2+  
4.Kg3 Qb3+ 5.Sc3 Q×c3+ 6.Kf4 Qc4+  
7.Bd4 Q×d4+ 8.Kg5 Qd5+ 9.Kh6 Q×b5  
10.f7 +-

Initially, I analyzed moves like 1.Qd7, but then I noticed 1.g6 with mating threats difficult to defend. Black must resort to some checking. I tried a few sequences until I noticed Bg3+ and Rh4+ with Ph5 blocked by white pawn. Then I saw that bQ can become Siegfried on b4, c4 and b5, where it is taboo for wQ due to stalemate. Of course after 4...Qb3+ White cannot immediately 5.Kf4?, wQ must be protected by knight sacrifice. 7.Bd4! also protects queen indirectly by attack at the bK. Then finally 9.Kh6 allows bQ to capture wQ, but 10.f7 shows that bQ is powerless against pair of pawns.

Good luck this time as I was not working on by-variations 2...Qa2+ 3.Sd2+ or 9...Qd2+ K×h5 at all. It was probably because I was fascinated by ladder movement of bQ in the main variation, while when I saw the final position, I knew I found it.

The 4th round is usually dedicated to helpmates, but to speed up closing ceremonies, helpmates and selfmates were switched (as marking h# solutions is usually much quicker than s#). In the selfmate round for me there is usually s#2 to be surely solved, s#3 to be solved when there is good luck and I almost never solve the long selfmate. So I had to cope with 1204 as quickly as possible.

**1204 - Charles F. Way**  
The Problemist 1966

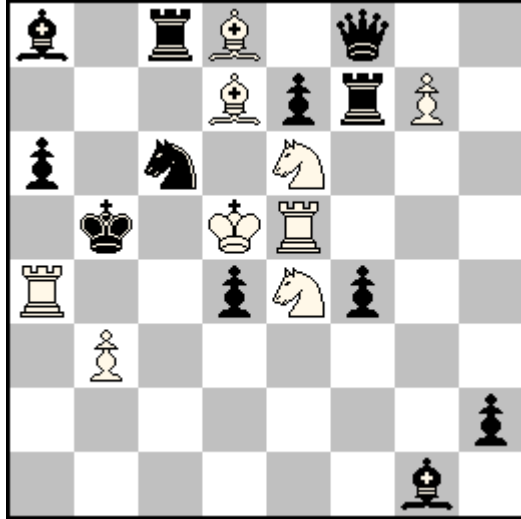


s#2 (13+12) C+

**1.Qh7!** zz  
1...Sf4 2.Sd3+ S×d3#  
1...Sh4,Sh8 2.R×e7+ B×e7#  
1...K×f5 2.K×b4+ Sd5#

All black pieces are immobile except Sg6 and his moves are provided for. But I could not find any waiting move (as in 1200). Then I started thinking why there is Sd8 if Pf5 guards e6 as well. But moving wS in the first move did not make sense as it guarded diagonal battery. So the alternative was that Pf4 might disappear. And then it was clear: 1.Qh7! ensures re-guarding of f5 if bS moves, while wK can utilize prepared mating net on b4 if bK captures Pf5.

**1205 - Bertil Gedda**  
2nd Prize Schach-Echo 1979



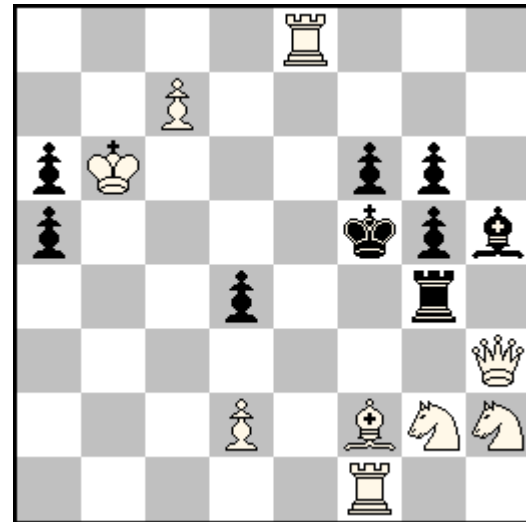
s#3 (9+12) C+

- 1.Ba5!** [2.Rb4+ K×a5 3.Kc4+ S×e5#]  
 1...Rf5 2.Sc7+ R×c7 3.Ke6+ R×e5#  
 1...Rd8 2.Sd6+ e×d6 3.B×c6+ B×c6#  
 1...Q×g7 2.Sd6+ e×d6 3.K×d6+ Q×e5#  
 1...d3 2.B×c6+ R×c6 3.Sc3+ R×c3#

After trying a few White moves I found that clearly Bg1 was made to guard d4 in any case. Thus Sc6 probably will be captured by Bd7 with following B×c6#. Or... Sc6 has to move away, but then either Bd7 or bK must move away from pin line. How can the bK be forced to move away? Rb4+ is a good idea, but a5 is guarded, while b4 isn't... oh well, let's try 1.Ba5 with threat 2.Rb4+ K×a5 3.Kc4+ S×e5#. What are possible defences?

As 3.Kc4+ is check by Re5, attacks on Re5 defend, like 1...Rf5, 1...Q×g7. Then 1...d3 opens line of Bg1 to c4 and the most difficult defence 1...Rd8: 1...R~8 allows 2.B×c6+, but 1...Rd8 pins this bishop! I was able to find all defences and all continuations (with 2 more white royal batteries) with reasonable effort and so with about 15 spare minutes I could have had a look at long s# **1206**.

**1206 - Marsil Gafarov**  
2nd Honourable Mention  
W. Shinkman MT 1962-1963



s#5 (9+9) C+

- 1.Kc5!**  
 1...a4 2.Kc4 ~ 3.Kd3 ~ 4.Ke2 ~ 5.Qd3+ Re4#  
 1...d3 2.Kc6 a4 3.Q×d3+ Re4 4.Bc5+ Bf3 5.Qd7+ Re6#

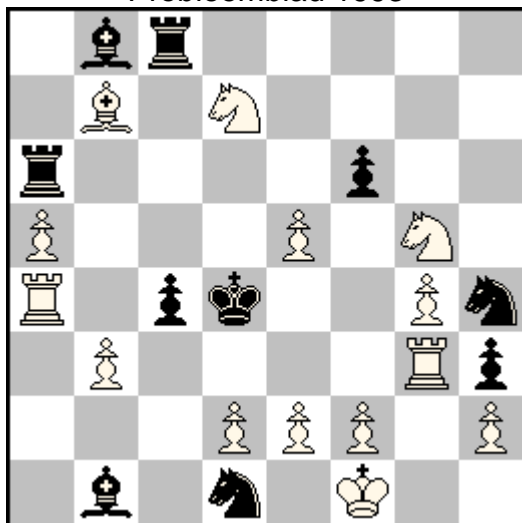
The position of wK speaks volumes, nothing around him, no mating net, no easy check to be forced. It is clear that wK must walk somewhere. And the most welcoming square is e2: then White could force checkmate by 5.Qd3+ Re4#. Can Black prevent this? Promotion of Pa5 is too slow, the only chance is 1...d3 cutting wK from the bottom half of the board. But White can be exploit this by constructing the mating net around c6, with wB blocking c5 and wQ blocking d7.

Especially the first mating net was so clear that this s# took me just about 10 minutes. Overall I got full 15 points for s# (surprise) and my result counted for a team.

The moremovers were then one big disaster – 0 points for me. I choose two

moreovers **1207** and **1208** anyway to illustrate.

**1207 - Mircea Manolescu**  
Probleemblad 1993



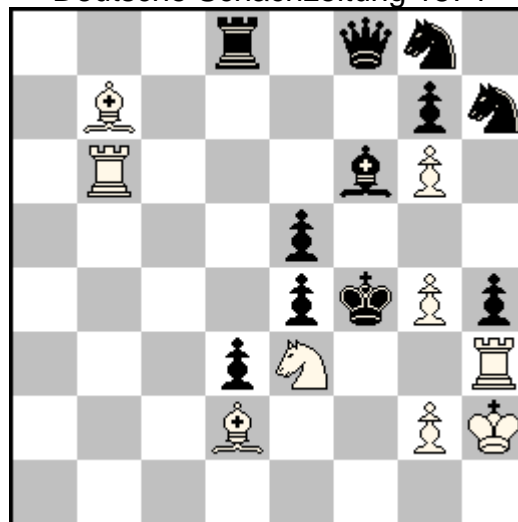
#5 (14+10) C+

- 1.Kg1!** [2.Rd3+ Bxd3 3.e3+ Sxe3 4.fxe3#]  
 1...Rcc6 2.Rxc4+ Rxc4 3.Rd3+ Bxd3 4.e3+ Sxe3 5.fxe3#  
 2...Kd5 3.Rc5+ Kd4 4.Se6+ Rxe6 5.Rc4#  
 4...Ke4 5.Sxf6#  
 1...Rac6 2.Se6+ Kd5 3.Sf4+ Kd4 4.Rxc4+ Rxc4 5.Se6#  
 2...Rxe6 3.Rd3+ Bxd3 4.e3+ Sxe3 5.fxe3#

It was clear that there will be Plachutta (no) or Wurzburg-Plachutta (yes) on c6 with thematical checks Se6+ and Rxc4+, but there are additional motives needed to make it work. I played with the pieces left and right, but I could not make it work.

Now **1208** – yes, you read it right, it was almost 150 years old problem to be solved. And it overwhelmed most solvers who dared to try it.

**1208 - James Pierce & Heinrich Meyer**  
Deutsche Schachzeitung 1874



#6 (9+11) C+

- 1.Bc8!** [2.Sd5#] Rxc8 2.Rg3 [3.Sd5#] hxc3+ 3.Kh3 [4.Sd5#]  
 3...Kg5 4.Sc4+ e3 5.Bxe3+ Kxg6 6.Sxe5#  
 3...Sg5+ 4.Kh4 [5.Sd5#] Se6+,Sf3+,Sh3+,Sh7+ 5.Kh5 [6.Sd5#]  
 (4...Sf7+ 5.Kh5,Rxf6+)

With the strong black force, it is not immediately clear how White can utilize Rb6 and Bb7 with enough impact. It turns out that Rb6 need not move at all, while Bb7 disappears immediately after strong key. Further play shows that Black doesn't want to hurry up to g5 and g6, while White protects Pg4 at all costs, always trying to free his knight for doublecheck threat or later for attack against e5 via c4. If Black walks his king to g6, we have model pin checkmate, and if wK allowed to enter h4 and safe shelter at h5, then doublecheck mate is unavoidable.

The last round was then dedicated to helpmates. My usually strongest round allowed me to score full points although

especially h#3 was far from easy. Again my result was counted for the team.

Finally, I got altogether 63,75 points (out of 90) and finished individually [28th out of 73 competitors](#). It was perhaps the best solving result of my (limited) career<sup>3</sup> and it was sweetened by the fact that [our team finished with bronze medals](#).

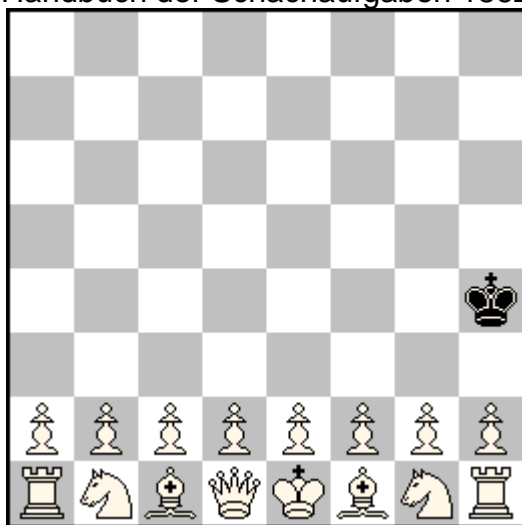
Juraj Lörinc

### White full initial position

A brief selection of problems was inspired by **1211**. All four problems have full set of 16 white pieces in the initial position as visually attractive element.

#### 1209 - Max Lange

Handbuch der Schachaufgaben 1862



#3

(16+1) C+

#### 1.d4!

1...Kg4 2.e4+ Kh4 3.g3#

1...Kh5 2.Qd3 Kg4,Kh4 3.Qh3#

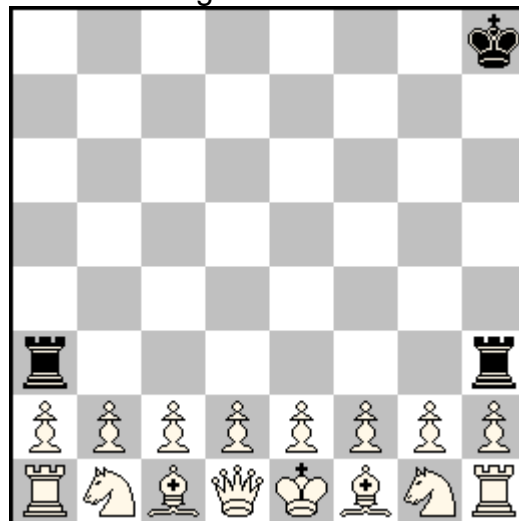
Simple threemover with key crucially

<sup>3</sup> Then WCSC in Batumi was exactly opposite – I was almost the last of all solvers.

taking g5 flight.

#### 1210 - Andreas Thoma

König & Turm 1966



#8

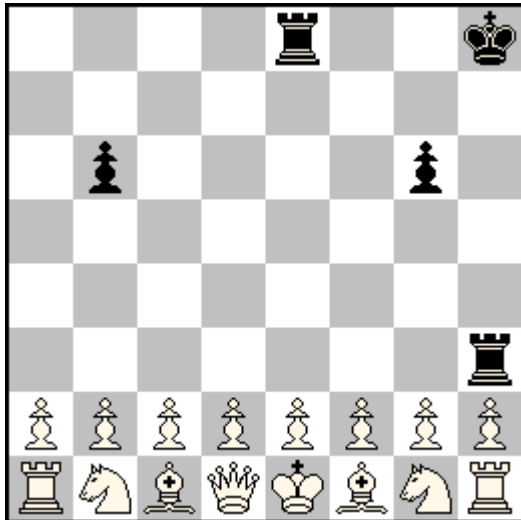
(16+3) C+

Double Maximummer

**1.Sxa3!** Rxa3 2.Sh3 Rxh3 3.g4 Ra3  
4.Bh3 Rxh3 5.0-0 Ra3 6.e4 Rh3 7.Qf3  
Rh7 8.Qf8#

Double Maximummer mostly severely limits moving possibilities of both sides. When White gets rid of both knights, precise choice of pawn moving in the 3<sup>rd</sup> move blocks g4 and allows White's self-limitation by castling, after which final manoeuvre by wQ can take place.

**1211 - Arnold Beine**  
2nd Prize Die Schwalbe 2002



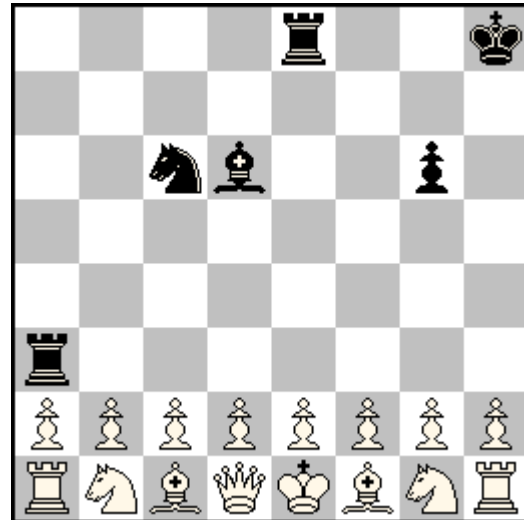
#23 (16+5) C+  
Double Maximummer

**1.Sa3!** R×a3 2.Sh3 R×h3 3.g4 Ra3 4.Bh3 R×h3 5.0-0 Ra3 6.f4 Rh3 7.Rf3 R×e2 8.Ra3 R×a3 9.h4 Rh3 10.Qf1 Ra3 11.Qh3 R×h3 12.a4 Ra3 13.c4 Rh3 14.Ra3 R×a3 15.b4 Rh3 16.Ba3 R×a3 17.d4 Rh3 18.h5 Ra3 19.h×g6 Rh3 20.f5 Ra3 21.f6 Rh3 22.f7 Ra3 23.f8=Q#

**1211** has the same opening moves as **1210**, but Re8 obviously prevents the short mate, that is why there is different 6th White move and all the strategy afterwards. After the 16th move White has only king and pawns and diagonal moves by wK are prevented by Re2. In the 17th move Ph4 must move before f-pawn first in order to avoid f×g6.

Now **1212** now differs in two aspects: it is reflex mate (i.e. White forces Black to checkmate, with both sides having obligation to checkmate, even with precedence before maximal moves) and also uses Madrasi condition.

**1212 - Arnold Beine**  
1st Prize harmonie 2003



r#22 (16+6) C+  
Madrasi  
Double Maximummer

**1.Sh3!** R×h3 2.Sa3 R×a3 3.f4 Rh3 4.g4 Ra3 5.Bh3 R×h3 6.0-0 Ra3 7.d4 Rh3 8.Be3 R×e3 9.Rc1 Re8 10.Ra1 Ra3 11.h4 Rh3 12.Rc1 Ra3 13.Rf3 R×e2 14.Qd3 Re8 15.Q×g6 Re1 16.Qd3 Ra8 17.Qh7+ K×h7 18.Ra3 B×a3 19.c4 Bf8 20.b4 R×a2 21.b5 Ba3 22.b×c6 B×c1#

Again White tries to dispose of all pieces except pawns while also driving black pieces where needed. Re8 is driven to e1 (where it is paralyzed by wRc1), Ra3 is after temporary paralysis by Rf3 placed at a2, finally bB is forced to capture Rc1. Use of Sc6 makes the last white move unique as capture by pawn trumps any other possible move.

Surely there are many other possibilities in antagonistic problems with other fairy elements. Let us see what the future will bring.

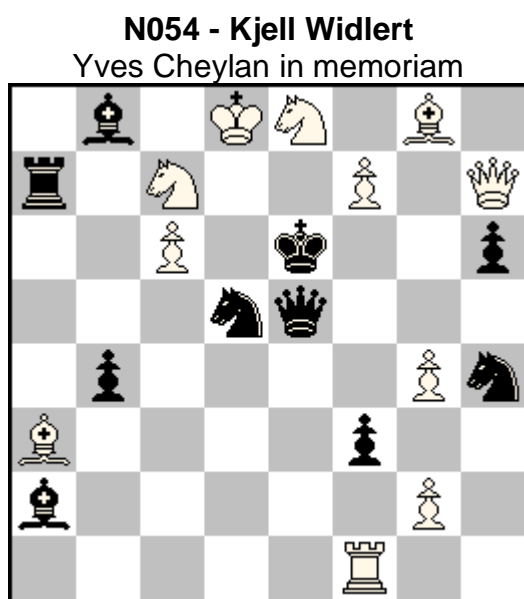
Juraj Lörinc

## Fresh clash 24

**N054** is a welcome original resurrecting fairy condition conceived (with 3 other similar conditions) in 1990s.

Mono-Woozles: when two pieces of the same colour observe each other, none of them can capture or check.

(See also [older related page](#).)



#2

(11+10) C+

Mono-Woozles

1.f8=Q? [2.Qd7#, Qh8#, Qb1#, Qc2#, Qd3#, Qe4#, Qg6#, Sg7#]

1...Qf5!

1.f8=S+?

1...Kd6 2.Sa6#

1...Kf6 2.Qg7#

1...Kf7!

**1.Qe4!** [2.f8=Q#]

1...b3 2.f8=R# (2.f8=Q+? Kf6!)

1...f×g2 2.f8=B# (2.f8=Q+? Kd6!)

1...R×c7 2.f8=S#

1...Sf6,Se7 2.Ke7#

1...Kd6 2.Se6#

1...Kf6 2.Se6#

The author writes:

“AUW in #2 form.

There are no unprovided checks in the diagram: Qd6, Qf6, Qg5, Bxc7 are no checks, and Qxc7 isn't even legal. f7 is not a flight in the diagram: the capture is illegal because of Qe5.”

Juraj Lörinc

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## Annual tourney Conflictio 2024

All kinds of antagonistic problems will be accepted for originals column (Fresh clash – orthodox and fairy direct, self-, reflex mates and other aims of any length, any fairy elements), the main criteria for publication being antagonistic stipulation and sufficient quality. Possible originals from other articles will be included in the competition as well. **The tourney will be judged by Torsten Linß** (Germany), multiple sections might be created based on the quality and quantity of entries. Please, send the originals to Juraj Lörinc (address below), 24.12.2024 at the latest to ensure publication in 2024.

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

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