

1.

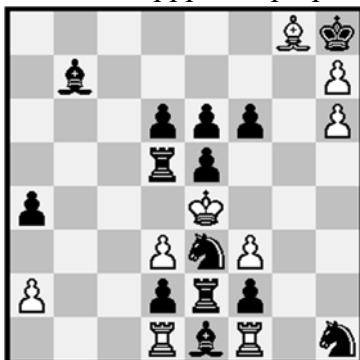
**Valery Liskovets**

Die Schwalbe

Dez. 2016, H.282, #16914

(awards have not been announced yet)

6Bk/1b5P/3ppp1P/3rp3/p3K3/3PnP2/P2prp2/3RbR1n



hs#4.5 2 sol. C+ 9+14

**1...a3! (tempo) 2.Rb1 Rc5+ 3.Rxb7 Rc1 4.Rb1 Rd1! 5.Rxd1 (zz) d5#/f5#/Sg3#/Se3~#:**  
**11 mating moves.**

**1...Ba8! 2.Rc1 Rb5+ 3.Rc6 Rb7 4.Rc1 a3 (tempo) 5.Rd1 (zz) d5#/f5#/Sg3#/Se3~#/Rb7~#:**  
**25 mating moves** (“the same” 11 plus 14 new ones).

- Intention: **help-selfmate moreover with the maximally possible number (25) of mates.**
- Two long switchbacks of one wR: annihilation vs rebuilding of a wrong battery.
- Task: totally 36 distinct mating positions in both solutions.
  
- Exact moments for an exhaustible tempo in both solutions including the keymove.
- Reciprocal play of w and b rooks on c1 and b7.
- Mutual Zugzwang.
- 25 mates are not a record for pure selfmates, even moreover. However, already the number 11 is greater than I could find among published help-selfmates regardless of the number of moves.

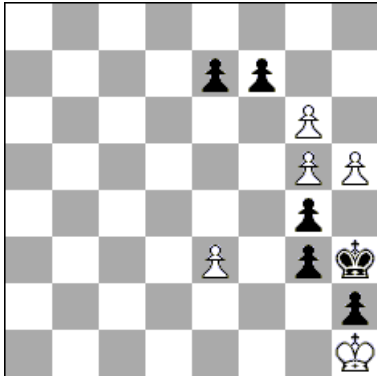
2.

**Valery Liskovets**

Shakhmatnaya Kompozitsiya

Dec. 2016, No.132, #G19

8/4pp2/6P1/6PP/6p1/4P1pk/7p/7K



hs#3.5 2 sol. C+ 5+6

1...e6! 2.gxf7 e5 3.f8=S e4 4.Sg6 (zz) g2#. (1...e5?; 1...Kh4?)

1...fxg6 2.e4 gxh5 3.e5! h4 4.e6 (zz) g2#. (3.g6?)

- The first solution: exhaustion of **anticipatory tempos**. Presumably new hs-specific tempo-like strategy: tempos should be **exhausted exactly in time**.
- Bl's moves aren't conventional tempos in the strict sense: they cannot be replaced by not moving at all or by the genuine tempo-maneuver Kh3–h4–h3.
- The mentioned strategy makes no sense in helpmates and selfmates separately (it slightly resembles the stalemate-based one in studies/moremovers).
- The second solution: tempo-play with anticipatory zz.
- Both solutions: reciprocal advances of the e-pawns (only one P moves); reciprocal captures (gxf/fxg).
- Checkless.

3.

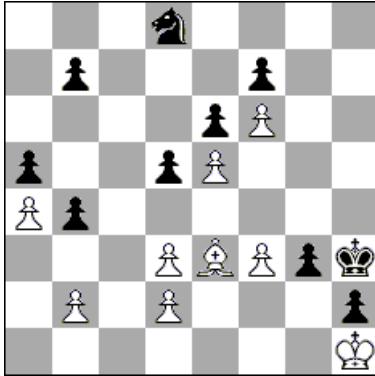
**Valery Liskovets**

The Problemist

March 2017, No.2, #F3351

(awards have not been announced yet)

3n4/1p3p2/4pP2/p2pP3/Pp6/3PBpk/1P1P3p/7K



hs#5

C+

9+10

**1.Bb6! b3 2.Bxd8 b5! 3.Bb6 b4 4.Be3 d4 5.Bg5 (zz) g2#.**

2...b6? 3.Bxb6 (zz) Kh4(?) 4.Be3 d4/Kh3 5.Bg5(+) Kh3/d4.

1...Kh4?

- Tempo-play and **exact exhaustion of anticipatory tempos.**
- 4 **quasi-tempo-moves** by 3 bPs.
- The first four moves of black pawns are not genuine tempos: apart from waiting, they pursue additional aims. In particular, B1 enables W to exhaust one surplus tempo (1...Kh4?) while on the contrary, B2 saves one tempo (2...b6? 3.Bxb6).
- The mentioned combination of the latter two motivations is hs-specific and presumably new: tempos that should be exhausted exactly in time.
- Long switchback. Checkless.

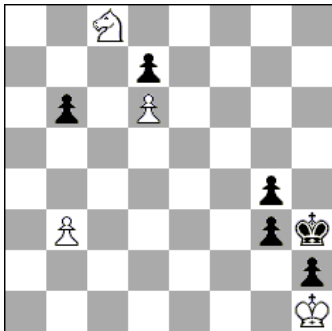
4.

**Valery Liskovets**

Problemas (Spain)

Apr. 2017, No.18, #5 (in author's article "*The parity effect outside of retros*")

2N5/3p4/1p1P4/8/6p1/1P4pk/7p/7K



hs#4

C+

4+6

**1.Sa7! b5 2.Sxb5 Kh4 3.Sd4 Kh3 4.Sf5 (zz) g2#.** Reciprocal zugzwang.

1.Sxb6? Kh4 2.Sc8/Sd5 Kh3 3.Se7/Se3 Kh4 4.Sf5/Sg6+?

1.Se7? b5 2.Sd5 b4 3.Se7 Kh4 4.Sf5/Sg6+? or 2.b4 Kh4 3.Sd5 Kh3 4.?

1.b4? Kh4 2.b5 Kh3 3.Se7 Kh4 4.Sf5/Sg6+?

- Special **parity** explanation. wPb3 has to lose an even number, 0 or 2, of tempo-moves (not 1, odd). Contrarily, bPb6 has to lose 1 tempo-move, rather than 0 or 2. Jointly both pawns possess  $k=2$  moves to be exhausted. But the *even* number 2 cannot be partitioned into an even (for W) and an odd (for B) summands.
- The mentioned arguments explain why all the indicated thematic tries fail. For comparison, the unsound variation with wPb3 on b2 ( $k=3$ ) would have a lot of solutions, already in 3 moves.