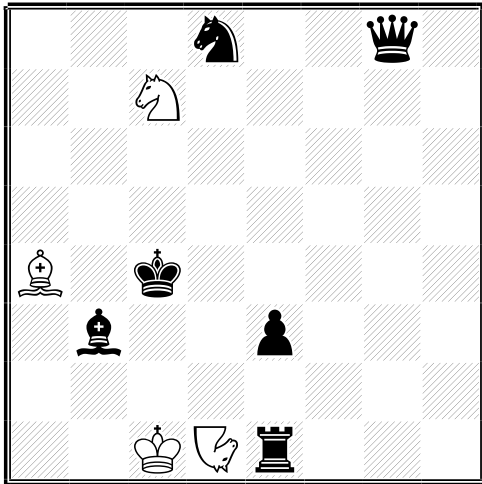


1

Dirk Borst

The Problemist 2017



H#2½ (4+6) C+

b) ♖c1 → d6

c) ♖c1 → e5

Circe Rex Inclusive

♞d1 = Nightrider

a) 1... ♞f2 2. ♚c3 ♜e8 3. ♚c4 ♜b5#

b) 1... ♞b5 2. ♜xa4[♜f1] ♜d3 3. ♚d4 ♜e8#

c) 1... ♞xe3[♜e7] 2. ♜xe3[♞e8] ♜a6 3. ♜c3 ♜b5#

Comment

- Cycle of pieces arriving at b5 and e8
- Three Circe mates from b5

Circe Rex Inclusive

As Circe but Kings are also reborn. For a King to be checked it must be threatened with removal from the board, which means its rebirth square must be occupied.

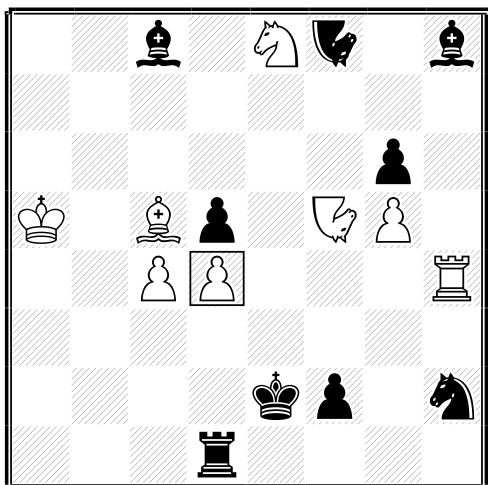
Source

p. 157, The Problemist, July 2017

2

Dirk Borst

1st Place Nunspeet 2017 (v)



HZ#2½

(8+9) C+

b) ♔a5 → c7

c) ♔a5 → g3

Anticirce Calvet

d4 = Compulsory square (Zwangsfeld)

1+1 Nightriders

a) 1... ♖a1 2. ♘b6 ♜xd4[♜→d1] 3. ♖d4! ♘xd4[♘→f8]#

b) 1... ♜e6+ 2. ♔d8 ♘xd4[♘→f8] 3. ♜d4! ♖xd4[♖→h8]#

c) 1... ♘e5 2. ♔f4 ♖xd4[♖→h8] 3. ♘d4! ♜xd4[♜→d1]#

Comment

- White and black cycles of pieces arriving at d4.
- On his last move, White must sacrifice the piece which could otherwise prevent the mate by occupying the rebirth square of the mating unit.
- In each solution, a Rook, a Bishop and a Nightrider play to d4.

Compulsory square

Both sides must play to this square on each and every turn, if legally possible.

Source

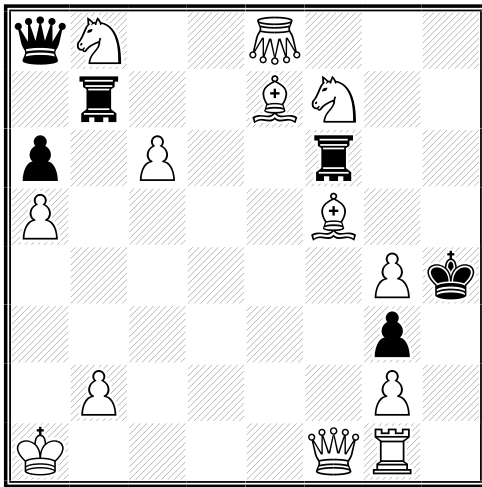
p. 91, Probleemblad 3, July-September 2017

3

Dirk Borst

Commendation

Klaus Wenda-75 Birthday Tourney



S#7

(13+6) C+

♞♞ = double Grasshopper

♞♞ = double Rookhopper

No zero-moves

1. ♞♞b1! (waiting)

1... ♔a7 2. ♕d1+ ♔f2 3. ♖e4 ♕e1 4. ♖f3 ♔f2 5. ♕d3+ ♔c2 6. ♕h7+ ♔xh7 7. ♖d1+ ♔xb1#

1... ♔xb8 2. ♕d3+ ♔f4 3. ♖f1 ♕e4 4. ♖f3 ♔f4 5. ♕d1+ ♔c1 6. ♕h1+ ♔xh1 7. ♖d3+ ♔xb1#

Comment

- Analogous strategy with typical pinning of the black Queen by the double Grasshopper.
- Dual avoidance in bringing the right piece to f3.

Double Grasshopper: Makes two consecutive Grasshopper moves, the first one being a non-capturing move. It may not return to its departure square, so “zero-moves” are not allowed.

Double Rookhopper: As a double Grasshopper, but only on Rook-lines.

Source

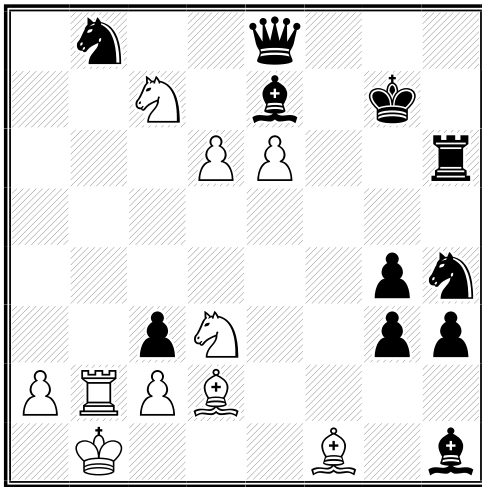
p. 270, Die Schwalbe 287, October 2017

4

Dirk Borst

3rd Place Nunspeet 2018

- dedicated to Hans Uitenbroek -



HS#3½ (10+11) C+

2 solutions

Circe Assassin

I) 1... ♖g2! 2. ♗a8 ♘f6 3. ♖b4+ ♔f8 4. ♖f4+ ♜xf4[♖a1]#

II) 1... ♜d7! 2. ♗b5 ♖f6 3. ♗f4+ ♔h8 4. ♗e5+ ♜xe5[♗c1]#

Comment

- Assassin-typical checks to the black King, forcing Black to attack two white Knights simultaneously while blocking a1/c1, mating the white King.
- Assassin effects determine the move order, e.g. 1... ♖f6?, 1... ♘f6?

Circe Assassin

As Circe, but a captured unit is always reborn, even when the rebirth square is occupied. In that case, the occupying unit (Kings included!) is assassinated and disappears. Thus 3. ♖b4+ attacks the black King, because it stands on the rebirth square of Pawn g4.

Source

p. 144, Probleemblad 4, October-December 2018