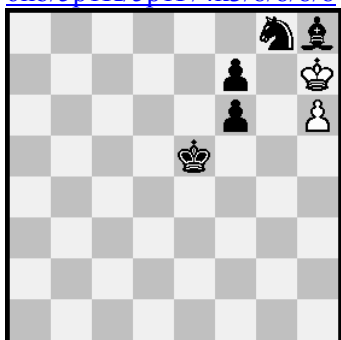


WCCI 2013-2015. Fairies
Valery Liskovets (Minsk, Belarus): 6 fairy problems
liskov@im.bas-net.by

No.1. Valery Liskovets
feenschach, Oct. 2013, H.203, p.305, #LP-10 (in article)
[6nb/5p1K/5p1P/4k3/8/8/8/8](#)



legal-pser-h#10 C+ 2+5

1.f5 2.Bf6 3.Bg5! 4.Sf6+ Kh8 5.Sg8 6.Kf6 7.Kg6! h7! 8.Be7 9.f6 10.Kf7 hxg8=Q#.

- All 5 black pieces occupy **f6**. 4-fold FMLs (Umnov) on f6 and one intersection of this critical square – presumably a record, at least for serial miniatures.
- S switchback.
- Three more FMLs (on h8, h7 and f7).

Comments.

- The definition of the Legal Parry Series extracted from the keyword section of the PDB:

“– *legal-pser-* means that*

- (1) *the side that normally begins for the stipulation (*) plays the series;*
- (2) *the other side moves only to parry check, or when it has no prior legal move;*
- (3) *parries are helpful or defensive depending on the stipulation”.*

- To achieve a legal-parry (i.e. W’s reply, not under check, to the absence of his legal previous move), we need to put wK into a retro-cage, i.e. a square where he has no retro-moves, and also to deprive the wP of its retro-moves: 7.Kg6 retro-immobilizes both wK and wP.

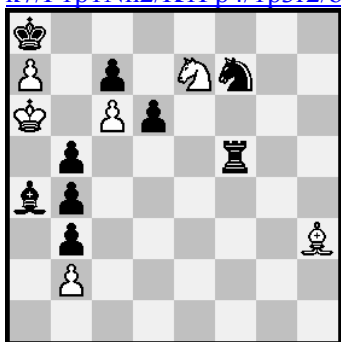
- Legal-pser is a variation of the pser genre that lies in-between fairies and fairy retro. It was initially suggested by me in 2010 and developed later, mostly by D.Meinking and me. The idea comes from the trivial observation that standing under check is a particular case of retro-stalemate. In some aspects this genre resembles the familiar Mauldon-Caillaud kind of the usual series helpmate genre known under the name “consequent(ial) series movers” (shc or ser-hc).

- This problem is one out of twelve legal-pser helpmate miniatures represented in my article (which are either originals or ones published earlier in the series section of StrateGems).
- C+: rawbats (see details in my article).

No.2. Valery Liskovets

The Problemist, Nov. 2013, v.24, No.6, p.256, #9 (in article)

k7/P1p1Nn2/K1Pp4/1p3r2/bp6/1p5B/1P6/8



###3 C+ 6+9

1.Sd5! Rxd5 2.Bc8 Sd8 3.Bb7###! (Sxb7 zz! 4.cxb7#).

1.Bxf5? Sd8! 2.Bc8 d5 3.Bb7+ – not a CU-mate since after 3...Sxb7 there is 4.S~ instead of a mate (or 2.Sd5 Se6!).

- New paradoxical stipulation-motivated self-restrictive white strategy – “self-zugzwanging” sacrifice; resembles that of ordinary stalemate endgame studies.
- Hidden soundness of the final CU-mate: bS takes away the flight a5 at the very last moment.
- A move of a side is called a CU-mate (where CU stands for “completely unavoidable”), denoted ###, if it is a checkmate or creates a position in which **neither side** can avoid checkmating the opponent’s king. “Direct CU-mate in *n*” (###*n*) stipulates achieving (in *n* moves) such a position deadly won by White. This immediately ends the solution.
- The problem is one out of my article dedicated to this generalized mate (known also as *an automatic mate*, *premature death* or *no-brainer*) and to its use as a new stipulation type in chess problems.
- The stipulation is the only fairy (heterodox!?) element of this problem.

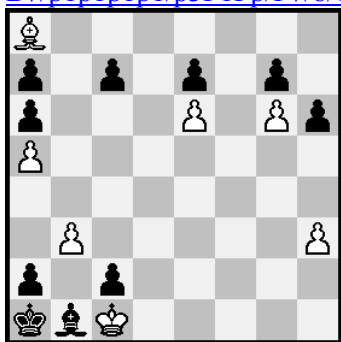
Comments.

- Any CU-mate needs a formal verification: all subsequent legal lines of moves should lead inevitably to checkmating the opponent’s king. The set of these lines is called its “proof-play”. The proof-play of this problem consists of only one short line.
- The main question is every time not “can White mate?” but just opposite: “can White avoid mating?” (i.e. can he commit an error?).
- C+: no solution as #3 and confirmed by an appropriate stipulation clause in Popeye quite reliably...
- Editors of German magazines prefer to avoid the designation “###” using, instead, “CU#”, etc.

No.3. Valery Liskovets

feenschach, June 2014, H.207, #10960

B7/p1p1p1p1/p3P1Pp/P7/8/1P5P/p1p5/kbK5



s###7 b) wPh3->h2 7+10

a) **1.Bc6! h5 2.Be8 h4 3.Bf7 c6 4.Bg8 c5 5.Bh7! c4 6.b4 c3 7.b5 axb5###(!)**

- A **4-move exile** of wB! – the record degree of remoteness (see below).
- The subsequent proof-play consists of numerous variations of length 6 or less, all ended inevitably by a mate to wK. Most persisting: 8.Bg8 a6 9.Bf7 b4 10.Be8 b3 11.Bb5 axb5 12.a6 b4 13.a7 b2#.

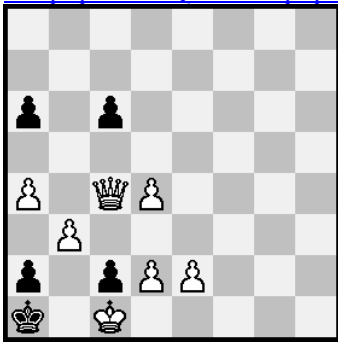
b) **1.h3! h5 2.h4 c6 3.Bb7 c5 4.Bc8! c4 5.b4 c3 6.b5 axb5 7.a6! b4###(!)**

- A **2-move exile** of wB: the proof-play 8.B~(1) b3 9.B~(2) b2#.
- The key is CU-mate motivated tempo: in order to ensure getting wB to c8 and staying there.
- "####" denotes a completely unavoidable mate (CU-mate) – a position after one side's move that is a mate or ends inevitably with a mate to the opponent's King in all variations of the subsequent proof-play (i.e. regardless of the (legal) play of both sides). We immediately stop playing in such a "deadly won/lost" position. The proof-play lies formally outside of the intended solution. In the case of self-CU-mates it is Black who makes the final CU-mating move. See comments to my problem **No.2** for more details.
- This problem demonstrates a new CU-mate specific hideaway strategy discovered by me and called exile (ссылка, изгнание). Namely, we are eager to hide or lock remotely an active piece so that it fails to return in time and to save his king from an otherwise inexorable mate. Any exiled piece is characterized by the degree of its remoteness (1-move, 2-move, etc.; ordinary hideaways give rise to degree 0).

Comments.

- The self-CU-mate stipulation is the only fairy element of this problem.
- In a), wB slightly intervenes: it lengthens the proof-play by two moves. But this cannot repeal the principal verdict: an inevitable mate to wK (in the no-brainer style)!
- h7 in a) and c8 in b) are the only hideaways that are feasible and sufficiently remote for exiling wB.
- In both twins, wrong is 1.h4? h5! 2.Bb7 c6 3.Bc8 c5 (zz) 4.Bb7? c4 5.b4 c3 6.b5 axb5 7.a6 b4(?) – not a CU-mate since Bb7 can easily destroy the mate. The same for 1.Bf3? h5(c6) 2.Bxh5 c6...
- In b), the solution of a) fails because of one additional move: h2–h3 or h4–h3. Also 1.Bb7? h5 2.h3 h4!
- In a) worse for Black is 3... c5? 4.Bg8 c4 5.b4 c3 6.b5 axb5 7.a6 b4####
or 7.Bh7 a6(b4)####. In b), after 1... c6? solve both 2.h4 and 2.Bb7.
- White may move b4–b5 only after bPc occupies c3.
- C–. Computer-tested only partially: no solution as s#7 and even s#8. The corresponding popeye's clause "sstipulation white 14ad[1d[1d[1d[1d[#]a]a]a]" does not work adequately here since the proof-play can (and does) consist of lines of different lengths. Have been discussed with T.Maeder...

No.4. Valery Liskovets
 Die Schwalbe, Dec. 2014, H.270, #16168
8/8/p1p5/8/P1QP4/1P6/p1pPP3/k1K5



s###6 C+ 7+5

1.e3! a5! 2.e4 c5 3.e5! cxd4 4.Qg8 d3 5.b4 axb4 6.Qg5! b3### (7.~ b2#).

1.e4? c5? 2.d5! a5 3.Qd4+ cxd4 but

1... a5! 2.e5 c5 (zz) 3.e6(?) cxd4 4.Qc5(b5,d5) d3 5.b4 axb4 6.Qg5 b3 – not a CU-mate (Pe6).

1.a5? c5 2.e4 cxd4 3.b4 d3 4.b5 axb5 5.Qg8 b4 6.Qg5 b3 – not a CU-mate (Pe4).

1.Qc5? a5 2.d5 cxd5 (or 2.Qc4 c5 3.e4 ...) 3.e3 d4 4.e4 d3 5.b4 axb4 6.Qg5 b3 – not a CU-mate.

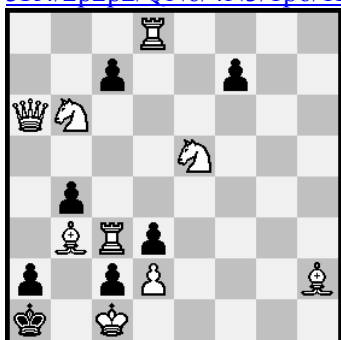
- Open hideaway for wQ. CU-mate specific 1-move exile of white queen: in the subsequent proof-play she has 16 possible moves from g5 but all are useless.
- Tempo key in order to ensure getting wP to e5 and staying there.
- A unique hideaway square and a unique 2-move way of wQ to it: there are thematic tries.
- Meredith.

Comments.

- See my **No.2** and **No.3** for the definition of CU-mate (###) and exile.
- The self-CU-mate stipulation is the only fairy element of this problem.
- 2.d5? c5? 3.Qd4+! but 2... cxd5! 3.Q~ d4 4.e4 d3 5.b4 axb4 6.Qg5 b3 – not a self-CU-mates (Pe4). (After 1... c5? wins also 2.d5 a5 3.Qd4+! cxd4 4.e4 with a trivial self-CU-mate.)
- An s#7 solution is obvious: bPd3, bPb2. The question is how to save one move due to the CU-generalization of mates. White fails to sacrifice his Queen on d4 with a check (unless Black plays wrongly), therefore he has to hide wQ in a one-move exile somehow.
- C+: the appropriate popeye's clause "sstipulation white 12ad[1d[1d[#]a]a]" gives rise to the unique intended solution quite reliably.

No.5. Valery Liskovets

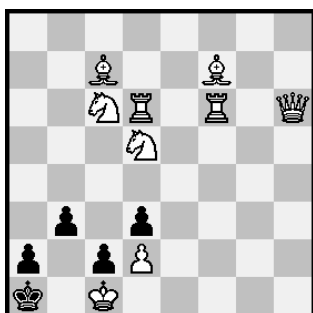
The Problemist, May 2015, v.25, No.3, #F3212
[3R4/2p2p2/ON6/4N3/1p6/1BRp4/p1pP3B/k1K5](http://www.theproblemist.com/3R4/2p2p2/ON6/4N3/1p6/1BRp4/p1pP3B/k1K5)



ser-s###8 C+ 9+7

1.Bxf7 2.Sd5! 3.Qh6! 4.Rc6 5.Rf6! 6.Sc6 7.Bxc7 8.Rdd6 b3###(!) (9.~ b2#).

- A task: **7 hideaways in a position with no promoted pieces** – an ABSOLUTE RECORD.
- CU-specific short (1-move) exiles of the 7 w officers. Initially all of them are capable to prevent from b2# immediately or in one move (Bh2 after Se5 and Rc3 will necessarily go away). All officers change their places.
- 4 critical squares: d5, c6, d6 and f6. Multiple interferences on them determine the exact order of moves. In particular, three Cheney-Loyd maneuvers: Bb3 – Sb6, Bh2 – Rd8 and Q – Rc3. Now, wQ+R Bristol.
- The final position:



Inevitable self-mate in 1:

White has 46 possible moves but none of them can help Black to prevent from mating wK.

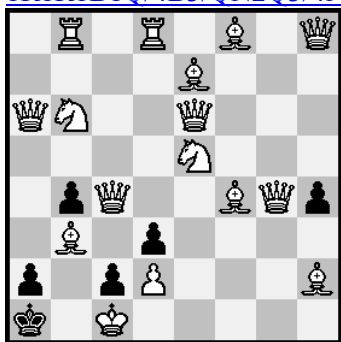
Comments.

- ### denotes a completely unavoidable (CU-) mate. “White plays a series of 8 moves leading to a position where Black will be forced at some later time to deliver mate and White no longer has any means to prevent it – after these 8 moves comes the moment the mate is inevitable” (The Problemist).
- The closest precursor known to me: **P1274190** by Masanek & Funk (1993), ser-h#7, with 5 hideaways. A somewhat similar scenario with 4 hideaways and 3 critical squares: **P1234326** by Lecomte (2010), s#4.
- Captures of two bPs are, presumably, forgivable for a task.
- C+: the verdict of the appropriate popeye’s clause “sstipulation white 7s[1d[1d[1d[#]a]a]a]” (after the inevitable key capture) is quite reliable. Run time 67 h.

No.6. Valery Liskovets

The Problemist, Nov. 2015, v.25, No.6, #F3212A

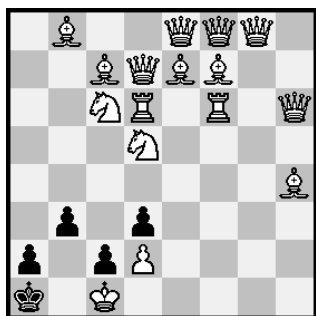
[1R1R1B1Q/4B3/QN2Q3/4N3/1pQ2BQp/1B1p4/p1pP3B/k1K5](http://www.chess.com/1R1R1B1Q/4B3/QN2Q3/4N3/1pQ2BQp/1B1p4/p1pP3B/k1K5)



ser-s###15 (C+) 16 + 6

1.Bxh4 2.Qe8! 3.Bfe7 4.Qhf8! 5.Qcg8! 6.Bf7 7.Sd5 8.Qah6! 9.Rb6 10.Rf6! 11.Sc6 12.Bb8! 13.Bgc7 14.Rdd6 15.Qgd7 b3### (!) (16.~ b2#).

- A task: **14 hideaways in a legal position** – an ABSOLUTE RECORD (for problems with no additional fairy conditions).
- **16 critical squares** – also presumably a RECORD: **b8,f8,g8,c7,d7,e7,f7,b6,c6,d6,e6,f6,d5,e5,c4,f4**.
- Totally **30 pair interferences** of diverse interaction types on critical squares (also a lá Bristol, etc.):
 vacate–cross–occupy: e7 [3];
 vacate–occupy (FML): f8, b8 [2];
 vacate–cross: e6 (crossed 5 times), b6, e5 (both crossed twice), c4, f4 [11];
 cross–occupy: d6 (crossed 4 times), d5, c6, f6 (all crossed twice), c7, d7, f7, g8 [14].
- CU-mate motivated global perestroika: short (1-move) exiles of the 14 w officers; all are necessary to avoid defending the #1. Initially all officers are capable to prevent from b2# immediately or in one move.
- The final position:



W to move. Inevitable selfmate in 1: white pieces have 57 moves but none prevents from the mate!

Comments.

- The solution slightly resembles that of "ser-PG with a=>b" problems. C+ (popeye) is stated with respect to this stipulation up to the choice of a suitable and plausible final "b".
- Moves 6 – 12 and 14 almost repeat the solution of my **No.5** – a far reaching extension.
- Try: there is a competitive trial final position-2, featuring wBb7:
White Kc1 Qc8g8d7f7h6 Rd6f6 Bb8f8b7e7h4 Sd5c6 Pd2 Black Ka1 Pa2b4c2d3

It looks feasible by the minimal move balance: $2x0+9x1+3x2=15$. Indeed, Be7 and Bf8 don't need to move; 5 queens, 2 knights, Rd8 and Bf4 need 1 move each; Bh2 (or f4: B–g3xh4), Rb8 and Bb3 need 2 moves each. However, in reality the latter R and B require jointly one more move because of their interference jointly with Sb6 at d5, b6 and b7. Popeye confirms: NO SOLUTION for "ser-a=>b15" with this designation position-2 as "b"!