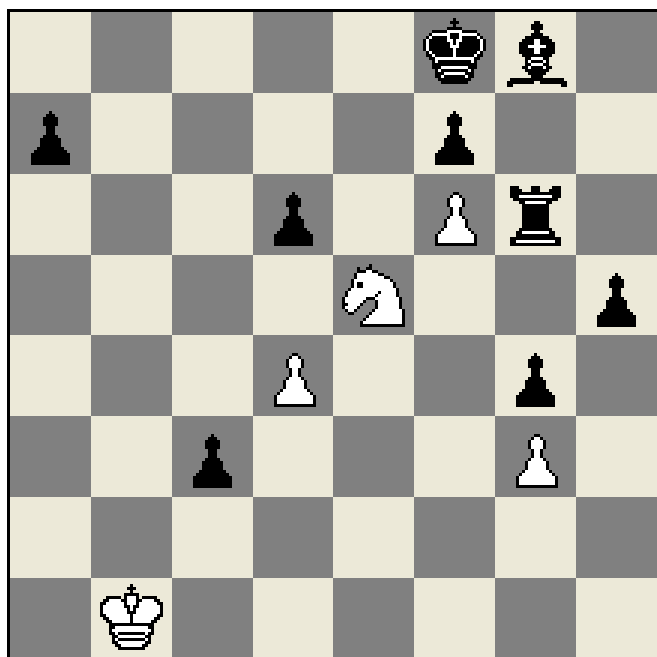


## G) Fairies

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidlen, Slovakia  
Pat a Mat n.95/2016 n.66



Ser-h#7( 5+9 )      C+   2 solutions

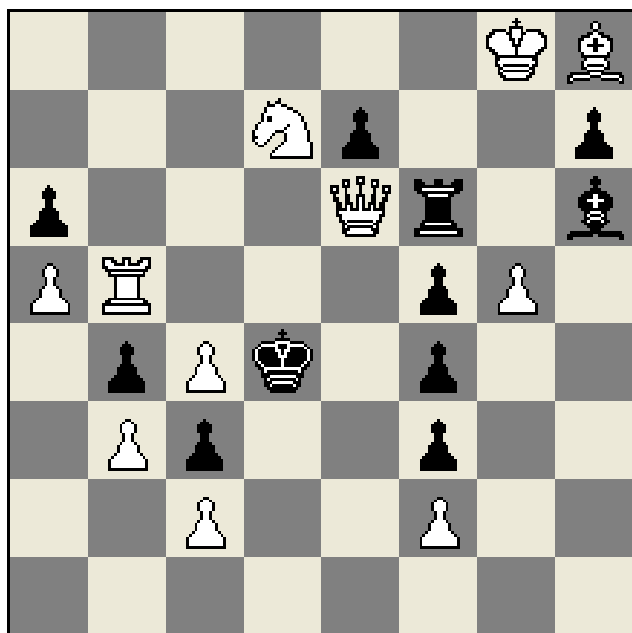
solutions

1.Rg6-g5   2.Rg5-f5   3.Rf5-f4   4.Rf4\*d4   5.Rd4-c4   6.Rc4-c8   7.Rc8-e8   Se5-d7 #  
1.Bg8-h7   2.Kf8-g8   3.Kg8-h8   4.Bh7-g8   5.Kh8-h7   6.Kh7-h6   7.Bg8-h7   Se5\*f7 #

Two different serial help mates. In one variant, the active rook, in the alternative active bishop. Matches knight on two different fields.

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidlen, Slovakia  
Best Problems XXI n.83,. 3/2017, n.3861



ser-h=12 ( 11 + 11 ) C+

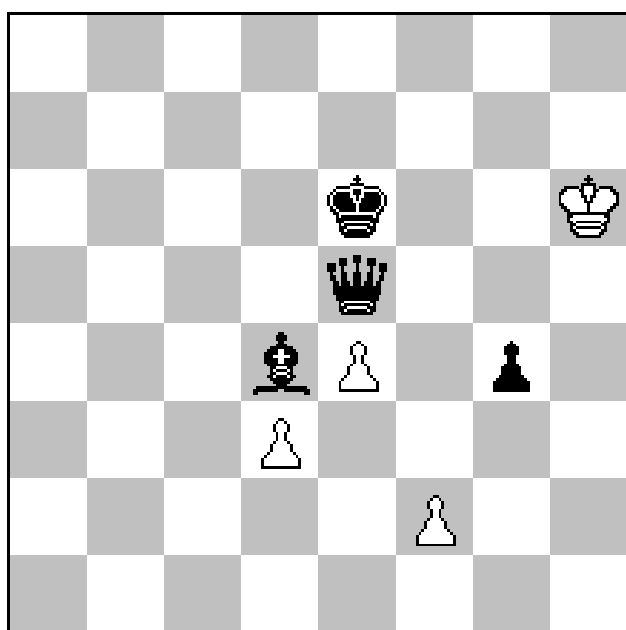
solutions

1.Bh6-g7 2.Rf6-h6 3.Rh6-h1 4.Rh1-e1 5.Re1-e5 6.Re5\*b5 7.Rb5-e5 8.Re5-e1  
9.Re1-h1 10.Rh1-h6 11.Rh6-f6 12.Bg7-h6, g5\*h6 =

The black tower must remove the white rook and return to its original location.

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidlen, Slovakia  
Pravda 28.12.2017 c.4180



ser-#14 ( 4 + 4 ) C+

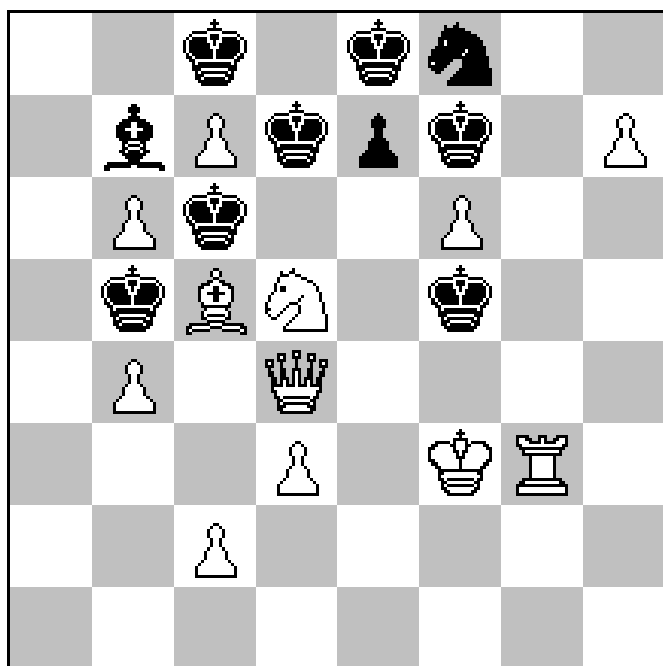
solutions

1.f2-f3 2.f3\*g4 3.g4-g5 4.g5-g6 5.g6-g7 6.g7-g8=R 7.Rg8-d8 8.Rd8\*d4  
9.Rd4-d7 10.d3-d4 11.d4\*e5 12.Kh6-g7 13.Kg7-f8 14.Rd7-e7 #

The first white pawn on f3 takes the black pawn on g4. Then, turn to a tower that takes the black pawn to d4 and advance to the preparatory field. The liberated white pawn takes the black queen to e5. Finally, the white king's march and the tower mat.

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidleň, Slovakia,  
KoBullChess 31.12.2017 n.877



H#10 ( 12 + 10 )

solutions

1. Kf7-e6, Dd4-a1, 2. Ke8-f7, d3-d4, 3. Kb5-c4, Rg3-g8, 4. Kc6-b5, Kf3-g3,  
5. Kf5-e4, Sd5-f4+ 6. Ke6-f5, d4-d5, 7. Bb7-c6, d5-d6, 8. Kc8-b7, d6\*e7  
9.Kd7-c8, e7-e8 =S, 10. Sf8-d7, Se8-d6++

I do not know where to place this problem. I therefore offer an fairy section.

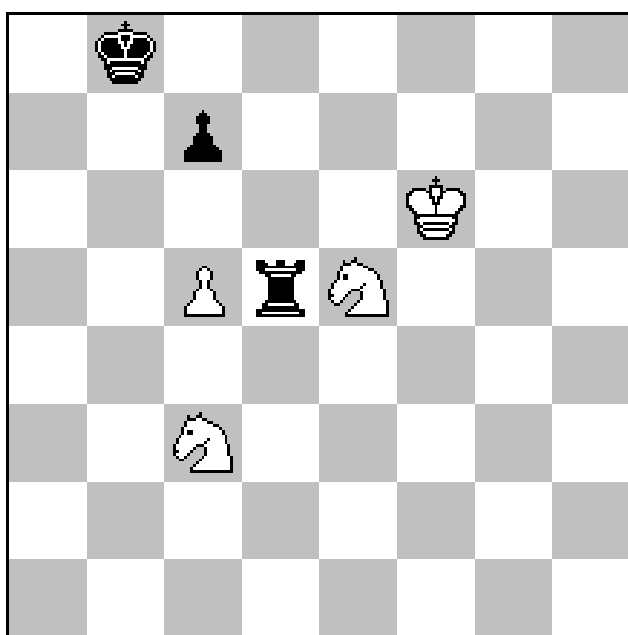
If you agree, in your opinion it is ok.

I wanted one white figure to mature all the black kings (7 kings), The goal was to make all black kings make at one move minimal.

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidlen, Slovakia

IC Tourney of the magazine Edition 2017-2018, „e4 e5” n39  
7.2.2018 n.16



Ser-h#5 (4 + 3) C+

- A. diagram
- B. black Kb8 -g1

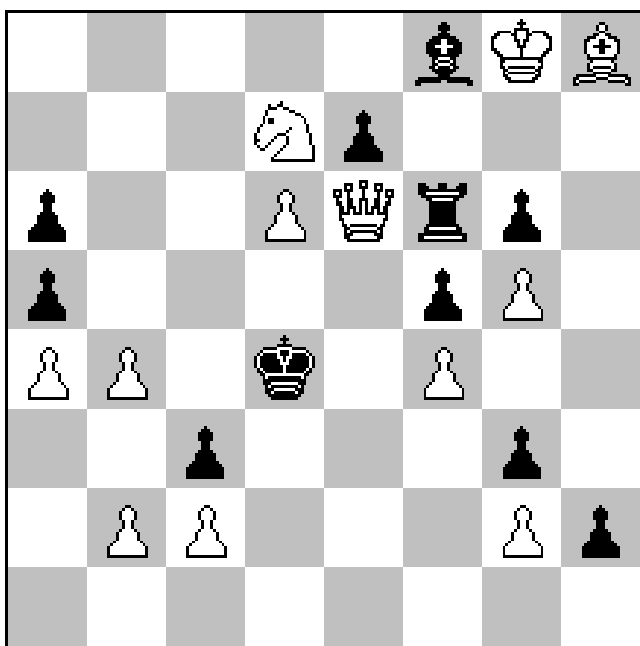
Solution:

- A. 1.Rd5\*c5, 2.Rc5-d5, 3.c7-c5, 4.Kb8-c7, 5.Kc7-d6, **Sc3-b5 #**
- B. 1.Kg1-f2, 2.Kf2-e3, 3.Ke3-d4, 4.Kd4\*c5, 5.Kc5-d6, **Sc3-e4 #**

The white pawn is removed once the tower and the other times the king.  
The white rider from c3 mate on two poles and creates two ideal mats.

Bidleň Anton, Trebičská 22 , 06601 Humenné, SLOVAKIA  
e-mail: [anton.bidlen@gmail.com](mailto:anton.bidlen@gmail.com)

Anton Bidlen. Slovakia  
Superproblem fairies 25.7.2018 G182



ser-h=11 ( 12 + 11 ) C+

Popeye Windows-64Bit v4.61 (2048 MB)

1.h2-h1=S 2.Sh1-f2 3.Sf2-d3 4.Sd3\*b4 5.Sb4-d3 6.Sd3\*b2 7.Sb2-c4 8.Sc4\*d6  
9.Sd6-e8 10.Se8-g7 11.Rf6-f7 Kg8\*f7 =

solution finished. Time = 16:16:13 h:m:s

The converted black figure (knight) must pick up white pawns and then block the black bishop. Finally, the black tower is being sacrificed.