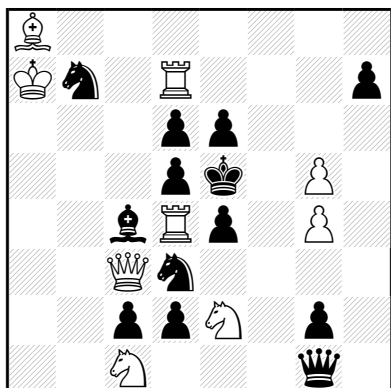


# No. 1



## -1 & 2X (9+13)

(White returns last move and follows Mate in 2)

The Problemist, vol. 25, No. 7, Jan. 2016, p.287, №R495

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**Solution:**

**Return: - Sb3xb.Bc1!**

**& 1.Sc5! ~ 2.Rxe4x**

**1. – Sbxc5 2.Rxd5x, 1. – Sdxc5 2.Qg3x, 1. – dxc5 2.R4xd5x**

**1. – e3 2.Re4x, 1. – Qxd4 2.Qxd4x**

**But not:**

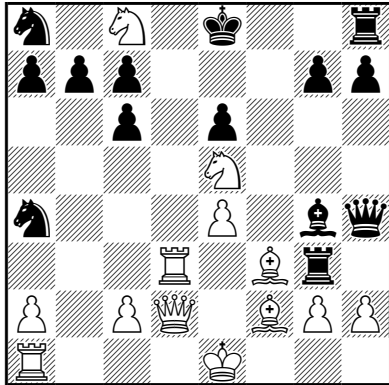
**- Sb3-c1? ... 1.Sc5 – Qa1+!**

**- Sb3xb.Rc1? ...1.Sc5 – Ra1+!**

**- Sb3xb.Sc1? ...solution 1.Sc5 etc. is OK, but the position is impossible! How appeared the third black knight on c1? There are 8 black pawns on the desk!**

*«Unusual stipulation leads to a deceptive try. With all 8 bPs present, there are no black promoted units, so White can only uncaptured the dark square bB and bRs. In the above uncaptured of the bB, White cannot uncaptured a bR as Black could defend by 1... Ra1+. Also, White needs to uncaptured a unit on c1, otherwise Black can play 1... Qa1+. Good key with White playing to a square guarded by 3 black units. Enjoyable solving. It's unfortunate that the bishop uncaptured is immediately obvious when the mating plan is found, which itself is luckily not too obvious.» - comments in The Problemist, vol. 25, No. 10, p. 417, 2016*

## No. 2



### Mate in 3 moves (13+14) Retro

**StrateGems, SG78, vol. 20, April - June 2017, p.92, №R0271,  
Correction in SG81, p.36, №R0271v**

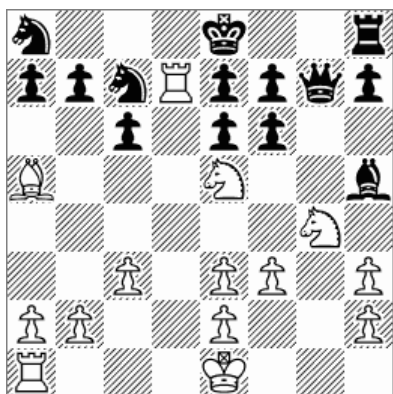
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**Try: 1.Rd1? 0-0!**

**Solution: 1.0-0-0! ~ (Not 1... 0-0?) 2.Rd8+ Qxd8 3.Qxd8x.**

*« The White and Black castlings are mutually exclusive. Where has the bPg4 come from? If it is the original bBc8, there are two possible sequences of play: a) bPe7-e6, bBf8-c5, wPb2-b4xBc5-c6, bPd7xPc6. Now, the bBc8 can escape from the cage only via e8, forcing the bKe8 to move. b) w.Pf2-f6xPe7xBf8S-Sc6, b.Pd7xSc6, b.Bc8-g4 and wPd2-d7+ (followed by d7-d8S-Se6, bPf7xSe6) forces the bKe8 to move. In both cases, White's right to castle is preserved, but Black's is lost. If the bPf7 promoted to a Bishop on f1, bPf7-f2+ must have been played, forcing the wKe1 to move. In this case, White's castling is lost, while Black's is preserved. Well conceived retro.» - comments in the SG80, p. 205 - 206*

## No. 3



### Mate in 4 moves - retro (14+14)

The Problemist, vol. 26, No. 6, Nov. 2017, p.239, №R521

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#### Solution:

1.O-O-O? – but the castle is not possible now because white Bc1 reached the field a5 after the following moves:

w.Pc2-c3, w.Qd1-c2-f6, b.Pg7xQf6, b.Bf8-g7-e3, w.Pd2xBe3, b.Rh8-h3, w.Pg2xRh3, w.Bf1-g2-e6, b.Pd7xBe6, b.Bc8-d7-h5, b.Pc7-c6, b.Ra8-d8-d5-g5-g8-h8, w.Pf2-f3, w.Ke1-f1 and w.Bc1-d2-e1-g3-a5, etc.

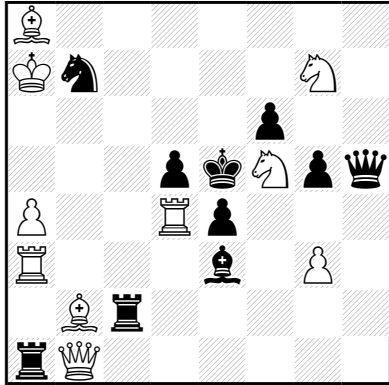
So, w.O-O-O and b.O-O are not possible now!

The solution is:

1.Rad1! Kf8 2.Rd8+ Se8 3.Rxe8+ Kxe8 4.Rd8x

«Pd2 has captured bBe3 and Pg2 has captured bRh3, Pd7 has captured wBe6 and Pg7 has captured wQf6. The first capture must have been Pg7xQf6 since c2-c3 is the only possible pawn move to allow one of the captured units to escape. Bf1 can't escape until after Pg2xRh3, and since Ra8 could not have escaped at this point, it must have been Rh8. Therefore, bRh8 is the original bRa8, so Black may not castle. The capture Pd2xBe3 means Bc1 can't move to a5 unless the wK has moved, so White can't castle either. A novel set-up which proves both sides have lost their right to castle!» - comments in The Problemist, vol. 26, May 2018, No. 9, p. 371

## No. 4



### -1 & 2X (10+11)

(White returns last move and follows Mate in 2)

Die Schwalbe, Heft 277, BAND XXXII, Feb. 2016, p.388,  
№16619

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-Rb3xPa3? & 1.Rb6? ~ 2.Re6x, - but 1. – Qf7!

-Bc3-b2? & 1.Qxb7, Qb5, Qb3? – but 1. – Qf7!

Solution:

-Rc3xPa3! & 1.Rc5! ~ 2.Rc,dxd5x

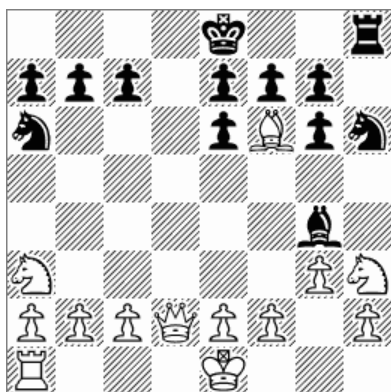
1. – Rxc5 2.Rxe4x

1. – Sxc5 2.Rxd5x

1. – Qf7 2. Rdx5x

1. – Bxd4+ 2.Bxd4x

## No. 5



**Mate in 2 moves - retro (13+13)**

- a) **Diagram**  
b) **w.Pg3 → w.Pg2**

**feenschach, Heft 225, Band XXXV, Jul – August 2017, p.145, №11605**

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- a) Analysis – white and black castles are possible now? Which captures on e6 and g6 were made?  
A.- w.Bf1-g2-g6, b.Ph7xBg6, b.Rh8-e6, w.Pd2-d5xRe6, b.Pd7xPe6, b.Ra8-d8-d5-h5-h8 (!) → **w.O-O-O is possible, b.O-O is not possible;**  
B.- w.Ra1-e6, w.Bf1-g6, b.Pd7xRe6, b.Ph7xBg6, w.Rh1-e1-a1 (!) → **w.O-O-O is not possible, b.O-O is possible.**

**1.Rd1? ~ 2.Qd8x, but 1. – O-O!** (because of B.)

The solution is only:

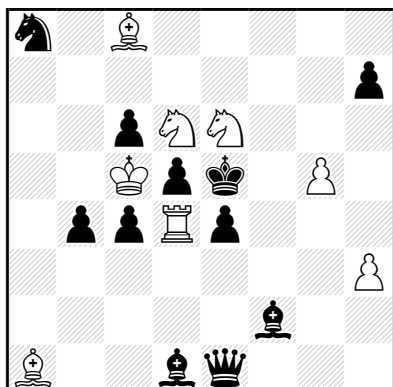
**1.O-O-O! and 2.Qd8x (because of A.)**

- b) White and black castles are possible now? There are 2 white figures only, so **w.O-O-O is not possible now**. Scenarios:  
I.- w.Rh1-e1-e6, b.Pd7xRe6, w.Pd2-d7(+)-d8S, w.Sd8-g6, b.Ph7xSg6 → **b.O-O is also not possible;**  
II.- w.Rh1-e1-g6, b.Ph7xRg6, b.Rh8-e6, w.Pd2-d5xRe6, b.Pd7xPe6, b.Ra8-d8-d5-h5-h8 (!) → **b.O-O is again not possible.**

So, the solution is only:

**1.Rd8! and 2.Qd8x (because of I. and II.)**

## No. 6



### **-1 & 3X (8+11)**

(White returns last move and follows Mate in 3)

**Probleemblad, Jaargang 74, Nr. 4, No. 7, Oct. – Dec. 2016,  
p.128, №R454**

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**Return: Pg2xb.Ph3!**

**& 1.g4! (~ 2.Sf7x) Bxg4 2.Kxc6! ~ 3.Rxd5x/Rxe4x**

**1.Kxc6? – Ba4+!**

**2. – Qxa1, Qc3, Bxd4, Bxe6, c3**

**3.Rxd5x, Rxd5x, Bxd4x, Rxe4x, Rxd5x**

**But not:**

**- 1.Pg2xb.Rh3? & 1.g4 – Rf3!**

**- 1.Pg2xb.Bh3? & 1.g4 – Bhxg4!**

**- 1.Pg2xb.Sh3? & 1.g4 – Sxg5!**

*«The idea of the problem revolves around the pinning of Rd4 by the black Bf2. If white could get rid of this pinning, he would immediately threaten mate black K by using the Sa1-Vd4 battery. If such a possibility would be attempted in the position of the diagram by leaving white K from the line of pinning by the move 1.Kxc6?, then there is the refutation of 1... Ba4+! It is possible to solve this by removing Bd1 on the other side of the board. The solution is to return the last white move Pg2xb.Ph3.»*