

## Themes & Tasks

# LET'S GO TO THE CORNER!

OLEG PERVAKOV

When Harold asked me to edit a column entitled "Themes and Tasks" in **EG**, I agreed, without giving it much thought, despite having a massive workload. I do have some experience with the first item, **themes**, after working together with Sergey Tkachenko on the study section of "The Dictionary of Chess Composition" which was recently published in Kiev. And the second item, **tasks**, has always interested me.

What is a task in the standard meaning of the word? It is record expression of an idea. A task can consist of a combination of some lines or can be expressed by means of a unique line. The most popular tasks are connected with tactical combinations and geometrical ideas.

A task in studies is usually presented to us as a complex multipiece initial position which often hurts our eyes by its absurdity. But tasks can have rather attractive forms - for example, when the purpose is not the maximal expression of the idea but by using minimal material. And, certainly, when the idea is clearer, then the impression of a study is more aesthetic, independent of a quantitative component.

For the first article I have chosen a rather simple, but very attractive, idea: a white or black piece (pieces) plays to a corner of the board. Every study composer knows perfectly how difficult it is to force a piece to the most nonpromising position from the viewpoint of activity (except, certainly, the rectilinear rook)!

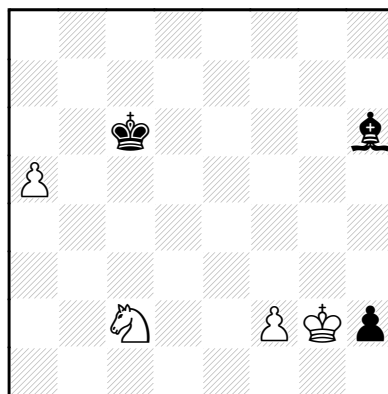
From simple to complex. That is the way chess composers usually go when they compose tasks. I shall go along the same road with my subjective opinion.

### 1. A move of the king to a corner

Our first stop is the next charmingly short study:

**P.1. R. Réti**

*Hastings and St. Leonards Post 1922*



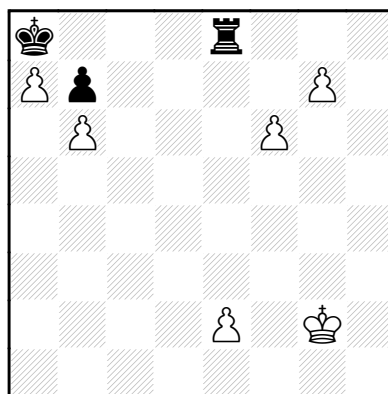
g2c6 0031.21 4/3 Win

After the obvious 1.Sd4+ Kc5 follows elegantly 2.Kh1!! and Black unexpectedly finds himself in zugzwang: the king must guard the a-pawn, and any move of the bishop is instantly punished by a fork.

In study P.2 a thematic try is added to the idea:.

**P.2. V. Chekhover**

*1st Prize 64 1937*



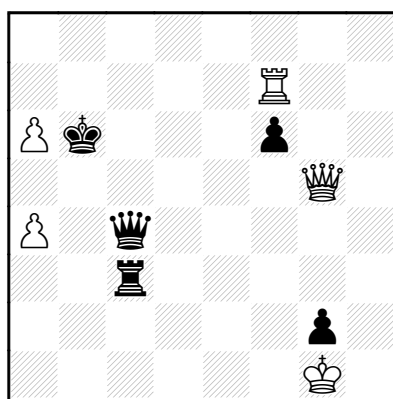
g2a8 0300.51 6/1 Win

The only hope for Black is a rabid rook. Therefore it would be logical to move the king towards the centre of the board where there would be more space for manoeuvring. However, that is the thematic try! *1.Kf1?* Rd8 2.Kf2 Re8 3.e3 Rd8 4.Kf3 Re8 5.e4 Rd8 6.Kf4 Re8 7.e5 Rd8 8.Kf5 Re8 9.e6 Rd8, but alas, now it is necessary to approach on the g-file: 10.Kg6 Rg8! and draws. So 1.Kh1!! Rd8 2.Kh2 Re8 3.e3 Rd8 4.Kh3 Re8 5.e4 Rd8 6.Kh4 Re8 7.e5 Rd8 8.Kh5 Re8 9.e6 Rd8 10.Kh6 Re8 11.e7! Rc8 12.Kh7 Rg8 13.e8Q+ Rxe8 14.f7 wins.

The thematic try is also present in the magnificent study P.3 where both kings visit corner squares:

**P.3. Y. Hoch**

1st Prize Mandil MT 1980



g1b6 4400.22 5/5 Win

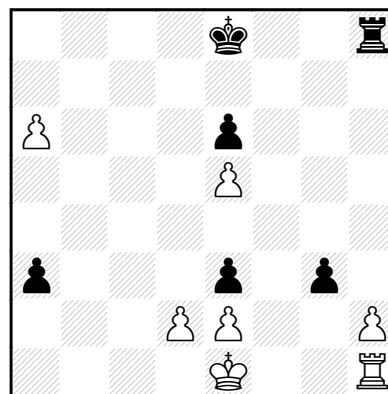
*What is to be done?* The answer to the title of the well known novel of the Russian writer Chernyshevsky is the far-sighted 1.a5+!! But what would be easier than to take a pawn with check and to begin an apparently decisive attack against black's king? Well, let's see: *1.Rxf6+?* Ka7 2.Qg7+ Qc7 3.Rf7 Now the Queen is pinned, and all black hopes are based on play for stalemate: Rc1+ 4.Kxg2 Rc2+ 5.Kf3 Rc3+ 6.Ke4 Rc4+ 7.Kd5 Rc5+ 8.Ke6 Rc6+ 9.Kf5 Rc5+ 10.Kg6 Rc6+ 11.Kh7 Kxa6! Ah, if the file had been longer, then White now would have had a winning check with 12.Qg0+! As it is now White has to be satisfied with the stalemate after 12.Rxc7 Rxc7 13.Qxc7) 1...Kxa6 2.Rxf6+ Ka7 3.Qg7+ Qc7 4.Rf7 Rc1+ 5.Kxg2 Rc2+ 6.Kf3 Rc3+

7.Ke4 Rc4+ 8.Kd5 (8. Kf5? Rf4+ 9.Kg6 Rxf7) 8...Rc5+ 9.Ke6 Rc6+ 10.Kf5 Rc5+ 11.Kg6 Rc6+ 12.Kh7 Ka8! 13.Qg8+! (13. Rxc7? Rxc7 14.Qxc7 and again a stalemate) 13...Qc8! 14.Rf8 Rc7+ 15.Kh8! Ka7 (Kb8 16.a6 Qxf8 17.Qxf8+ Rc8 18.a7+) And now the stalemate (16.Rxc8? Rxc8 17.Qxc8) is not obligatory, because now the g-file *is* long enough for the queen! 16.Qg1+! wins.

Stalemate and mate in different corners of the chess board are rather popular themes. This is put into a task form by adding mutual castlings in study P.4:

**P.4. E. Kolesnikov & O. Pervakov**

1st Prize *Shakhmaty v SSSR* 1989



e1e8 0400.54 7/6 Draw

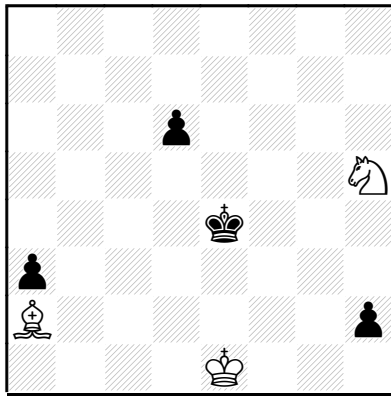
After 1.a7 play immediately branches into:

- 1...Kd7 (On the k-side a barrier would be set for the bK: 1...Kf7 2.dxe3 g2 3.Rg1 Ra8 4.Kf2 Rxa7 5.Ra1 Kg6 6.e4! Kg5 7.e3! And in case of 1...Ke7 2.dxe3 g2 3.Rg1 a2 4.Kf2 Rf8+ 5.Kxg2 Rg8+ 6.Kf2 Rxc1 7.a8Q a1Q business comes to an end with a perpetual check 8.Qb7+) 2.dxe3 a2 3.0-0! gxh2+ 4.Kh1! Ra8 5.Ra1 Rxa7 6.e4! Kc6 7.e3 Kc5 8.Rxa2 Rxa2 and a stalemate in the h1 corner following black castling, or:
- 1...0-0 2.dxe3 a2 3.Kd2 gxh2 4.Kc2 Ra8 5.Kb2 Rxa7 6.Ka1 Rh7 7.e4 Kg7 8.e3 Kg6 9.Rxh2 Rxh2 and a stalemate in the a1 corner following white castling.

Mate of the black king in two corners in the most refined miniature form is presented in study P.5:

**P.5. A. Botokanov**

1st commendation *Shakhmaty v SSSR* 1962



e1e4 0011.03 3/4 Win

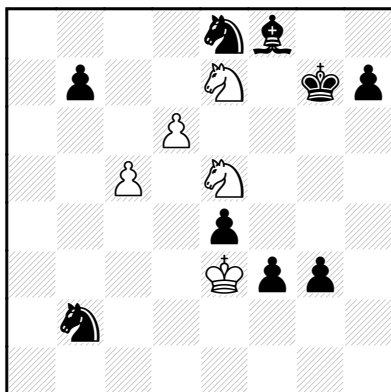
1.Sg3+ and there follows two lines:

- 1...Kf3 2.Sh1 Kg2 3.Bd5+ Kg1 4.Ke2! a2 5.Bxa2 Kxh1 6.Kf2 d5 7.Bxd5 and the black king is mated in the h1 corner by a lone bishop, or:
- 1...Ke3 2.Sf1+! (Wrong is 2.Kd1? Kf2 3.Sh1+ Kg1 4.Ke1 d5 5.Bxd5 a2 6.Bxa2 Kxh1 7.Kf1 stalemate) 2...Kd3 3.Sxh2 Kc2 4.Sf3 Kb2 5.Kd2 (Kd1) 5...Kxa2 6.Kc2 Ka1 7.Sd4 d5 8.Sc6 Ka2 9.Sb4+ Ka1 10.Kc1 d4 11.Sc2+ Ka2 12.Sxd4 Ka1 13.Kc2 Ka2 14.Se2 Ka1 15.Sc1 a2 16.Sb3 and the black king is mated in the a1 corner by a lone knight.

In study P.6 the bK is mated in three corners of the board, and three (!) knights take part in the prosecution of the monarch.

**P.6. A. Troitzky**

*Shakhmaty Zyurnal* 1896



e3g7 0038.25 5/9 Win

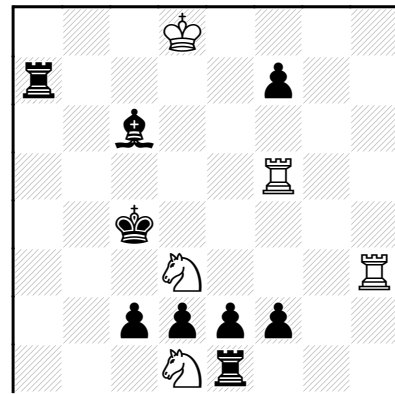
1.d7 g2 2.dxe8S+! (Probably Black is able to escape with a draw after 2.dxe8Q? g1Q+

3.Kxe4 Qb1+ 4.Kf4 Sd3+ 5.Sxd3 Qxd3 6.Sf5+ Kf6 7.Qxf8+ Ke6 8.Qe7+ Kd5) 2...Kh6 (2...Kh8 3.Sf7 mate) 3.Sf7+ Kh5 4.Sf6+ Kh4 5.Sf5+ Kh3 6.Sg5+ Kh2 7.Sg4+ Kg1 (7...Kh1 8.Sg3+ Kg1 9.Sh3 mate) 8.Kxe4 Kf1 (8...Sd1 9.Sxf3+ Kh1 10.Sg3 mate) 9.Sg3+ Ke1 10.Sxf3+ Kd1 11.Se3+ Kc1 12.Se2+ Kb1 13.Sd2+ Ka2 14.Sc3+ Ka3 (14...Ka1 15.Sb3 (Sc2) mate) 15.Sc2 mate.

And at last a task in P.7; bK is mated in all four corners of the board by the Armenian study composers Varov and Sergey Kasparjan, the son of great Genrikh.

**P.7. S. Varov & S. Kasparyan**

1st/2nd hon. mention Birnov MT 1991



d8c4 0832.05 5/9 Win

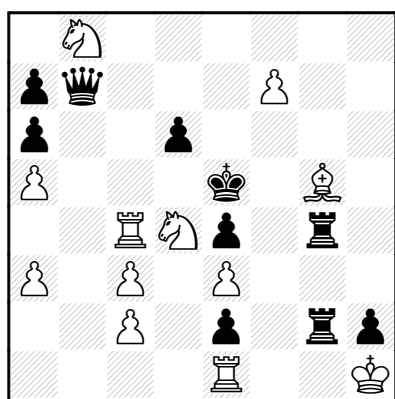
1.Se5+ Kd5 (1...Kd4 2.Rh4+ Be4 3.Sc6+ Kc4 4.Rxe4+ Kb3 5.Rb5+ Ka3 6.Re3+ Ka2 7.Sb4+ Kb1 8.Rb3+ Kc1 9.Rc5! Ra1 10.Rxc2+ Kxd1 11.Ra2 Rc1 12.Rxd2+ Kxd2 13.Rd3 mate) 2.Sd7+ Kd4 3.Rf4+ Be4 (3...Kd5 4.Rd3+ Ke6 5.Rf6 mate) 4.Rxe4+ Kxe4 5.Rh4+ Kf3 (5...Kf5 6.Se3+ Kg6 7.Rg4+ Kh7 8.Sf6+ Kh8 9.Rg8 mate. *First corner*; or 5...Kd5 6.Se3+ Kc6 7.Rh6+, and 7...Kb7 8.Rb6+ Ka8 9.Rb8 mate. *Second corner*, or 7...Kb5 8.Rb6+ Ka4 9.Sc5+ Ka3 10.Sc4+ Ka2 11.Rb2+ Ka1 12.Sb3 mate. *Third corner*) 6.Se5+ Kg3 7.Rg4+ Kh2 8.Sf3+ Kh1 9.Sxf2 mate. *Fourth corner*.

In P.8 the white king, starting from corner h1, visits the other corners of the board and comes back to its birth place! And on the 6<sup>th</sup> move White has to make a difficult decision – a mistake will cost him the victory, as well be found out after 28 (!) moves.

I will shortly characterize our giant work (which took almost a whole year). First, we investigated all possible “corner switches” – where the black rook changes the moving direction of the white king after it reached a corner of the board. The optimal were chosen – based on the desired play and form of the future study. And ultimately we have found a position beginning with a white move and having a thematic try. In words everything sounds very simple! It is a pity that the judges of “USSR – Rest of the World” underestimated our study and “banished” it to the 14<sup>th</sup> place.

**P.8. O. Pervakov & K. Sumbatyan**  
14th Place

USSR vs Rest of the World, 1989-1995



h1e5 3812.66 12/10 Win

1.Bf4+! (1.Sdc6+? Kd5 2.Rd4+ Kc5 3.Sxa6+ Qxa6 4.f8Q Rg1+ 5.Kxh2 R4g2+ 6.Kh3 Rg3+ 7.Kh4 Rg4+ 8.Kh5 Rxg5+ 9.Kh6 Qxc6 10.Rxg1 Rxg1 11.Qe7 Rh1+ 12.Kg6 Rg1+ 13.Kf6 Rf1+ 14.Kg6 Rg1+) 1...Kd5! 2.Rc6 Rg1+ 3.Kxh2 R4g2+ 4.Kh3 Qd7+! 5.Sxd7 Rh2+! and now we have the thematic try 6.Kxh2? Rg2+ 7.Kh3 Rg3+ 8.Kh4 Rg4+ 9.Kh5 Rg5+ 10.Kh6 Rg6+ 11.Kh7 Rg7+ 12.Kh8 Rh7+ 13.Kg8 Rg7+ 14.Kf8 Rxf7+ 15.Ke8 Re7+ 16.Kd8 Rxd7+ 17.Kc8 Rc7+ 18.Kb8 Rb7+ 19.Ka8 Rb8+ 20.Kxa7 Ra8+ 21.Kb6 Rb8+ 22.Kxa6 Ra8+ 23.Kb5 Rxa5+ 24.Kb4 Ra4+ 25.Kb3 Rb4+ 26.Ka2 Rb2+ 27.Ka1 Ra2+ 28.Kb1 Rb2+ 29.Kc1 Rb1+ 30.Kd2 Rd1+ 31.Kxe2 Rd2+ 32.Kf1 Rf2+ 33.Kg1 Rg2+ 34.Kh1 Rh2+ and White is unable to escape stalemating Black as he cannot

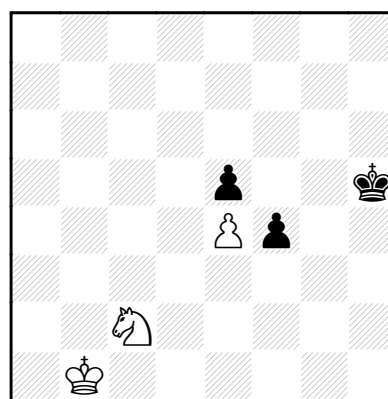
remove the control over e5. Therefore: 6.Bxh2! Rg3+ 7.Kh4 Rg4+ 8.Kh5 Rg5+ 9.Kh6 Rg6+ 10.Kh7 Rg7+ 11.Kh8! Rh7+ (Rg8+ ; fxg8Q mate) 12.Kg8 Rg7+ 13.Kf8 Rxf7+ 14.Ke8 Re7+ 15.Kd8 Rxd7+ 16.Kc8 Rc7+! 17.Kb8 Rb7+ 18.Ka8! Rb8+ 19.Kxa7 Ra8+! 20.Kb6! Rb8+ 21.Kxa6 Ra8+! 22.Kb5 Rxa5+ 23.Kb4 Ra4+! 24.Kb3 Rb4+ 25.Ka2 Rb2+ 26.Ka1! Ra2+ (Rb1+; Rxb1) 27.Kb1 Rb2+ 28.Kc1 Rb1+! 29.Kd2 Rd1+ 30.Kxe2 Rd2+! 31.Kf1 Rf2+ 32.Kg1 Rg2+ 33.Kh1! Rg1+ 34.Bxg1! wins.

**2. A move of a knight to the corner**

Perhaps the most unexpected knight's move to a corner is presented in study P.9.

**P.9. D. Blundell**

1st Prize *Diagrammes* 1994



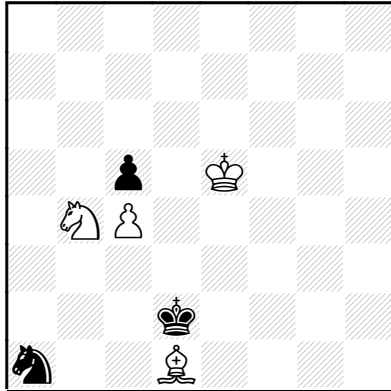
b1h5 0001.12 3/3 Win

What could be sillier, besides the sacrifice of the knight on squares e3 and d4, than the move 1.Sa1!! But it is the only way to accomplish the victory! The basis of this paradoxical manoeuvre of the knight is mutual zugzwang. Not: 1.Sa3? f3 2.Sc4 Kg5 (After 2...Kg4? 3.Kc2 Kg3 4.Kc3 ZZ in favour of White; 4...Kg4 5.Sxe5+ Kf4 6.Kd4 f2 7.Sd3+) 3.Kc2 Kg4 4.Kd3 Kg3 drawing. And also not 1.Kc1? f3 2.Kd2 f2 3.Ke2 Kg4 4.Se3+ Kf4 5.Kd3 Kg3 6.Sf1+ Kf3 7.Sd2+ Kf4 ZZ in favour of Black; 8.Ke2 f1Q+! 9.Kxf1 Ke3 drawing. 1...f3 2.Sb3 Kg4 3.Kc2 Kg3 4.Kc3! Kg4 Now wK has square c4, and wins. 5.Kc4! Kg3 (If 5...Kf4 than 6.Kd3! f2 7.Sd2 ZZ Kg3 8.Ke2(Ke3) wins) 6.Kd5 Kf4 7.Sd2 f2 8.Sf1 wins.

The simple, but effective and elegant P.10 heats our soul.

**P.10. Y. Afek**

2nd commendation *Thèmes-64* 1977



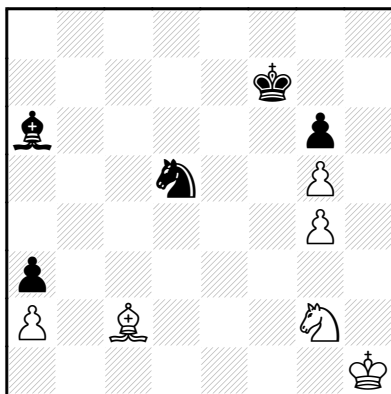
e5d2 0014.11 4/3 Win

It is necessary to reach the initial position, but without wSb4... Eureka! 1.Sc2 (Because immediately 1.Ba4? doesn't work in view of cxb4 2.c5 b3 3.Bxb3 Sxb3 4.c6 Sa5 5.c7 Sc6+. And there is also not enough for a victory after 1.Sa6? Kxd1 2.Sxc5 Nc2, e.g. 3.Sa6 Se3 4.c5 Sc4+ 5.Kd5 Sa5, or 3.Sd3 Sa3, or 3.Sb3 Sb4 4.Kd4 Kc2 5.Sc5 Sc6+ 6.Kd5 Sa5). 1...Sb3 2.Sa1!! Sxa1 (Sa5; Sb3+) 3.Ba4 Kc3 4.Kd5 Kb4 5.Bd1 wins. This study was given as an example of the study theme of the latest WCCT.

In study P.11 the white knight first hops to corner a8 then comes back to its stable.

**P.11. A.G. Kuznetsov & O. Pervakov**

1st/2nd Prize Oktober Revolution AT 1987



h1f7 0044.32 6/5 Win

1.Bb3 Ke6 2.Sf4+ Kd6! In name of the piece that will fall victim, Black strives for counterplay.

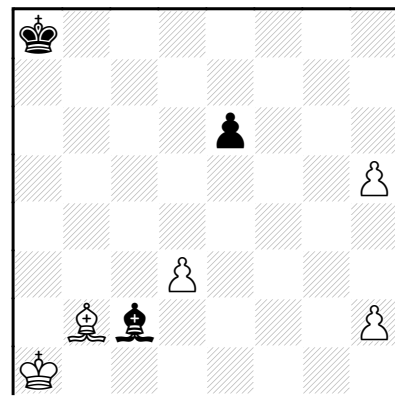
Absolute melancholy. (If 2...Ke5 3.Sxg6+ Kd4 4.Kg2 Se3+ 5.Kg3) 3.Bxd5 (Here the capture on g6 appears on the hand of Black. White fails a single tempo in this line: 3.Sxg6 Se3! 4.Sf4 Ke5 5.g6 Sxg4 6.g7 Sh6 7.Sg2 Bb7 8.g8Q Sxg8 9.Bxg8 Bd5 10.Bxd5 Kxd5 11.Kg1 Kd4 12.Kf2 Kc3 13.Ke2 Kb2 14.Kd2 Kxa2 15.Kc2 Ka1) 3...Ke5! 4.Se6! Bc8 (Kxd5; Sc7+) 5.Sc7 Kd6! 6.Sa8! Bxg4 7.Sb6 Kc5 8.Sc4! Be2! (Kxd5; Se3+) 9.Se3 Kd4 10.Sg2! and knight "on knight" (I am sorry for this Russian pun) has returned on square g2) 10...Kxd5 11.Sf4+ wins.

**3. A move of a bishop to the corner**

I remember the bright impression study P.12 made on me when I became acquainted with it.

**P.12. A. Kazantsev**

2nd Prize *Shakhmaty v SSSR* 1950



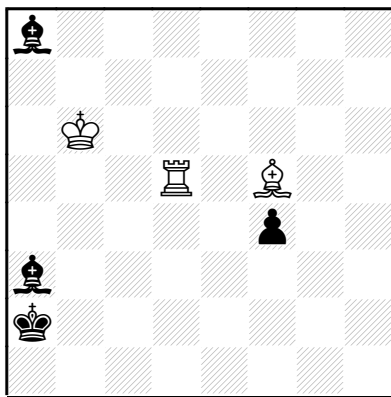
a1a8 0040.31 5/3 Win

The solution starts with the enchantling 1.Bh8!! The bishop clears the road for the king. A step aside would not have been right, after 1.Ba3? Bxd3 2.Kb2 Be4 3.Kc3 the pawn obstructs the path for the wK 3...e5 4.Kc4 Kb7 5.Kc5 Kc7 draws) 1...Kb7 2.Kb2 Bxd3 3.Kc3 Bf5 4.Kd4 Kc6 5.Ke5 Kd7 6.Kf6 Ke8 7.Kg7! e5 8.h6! e4 9.h7 e3 10.Kh6 e2 11.Bc3 wins.

In study P.13 the black bishop makes a similar quick flight from corner to corner.

**P.13. N. Kralin**

1st Prize Pushkin 200 MT 2000



b6a2 0170.01 3/4 Win

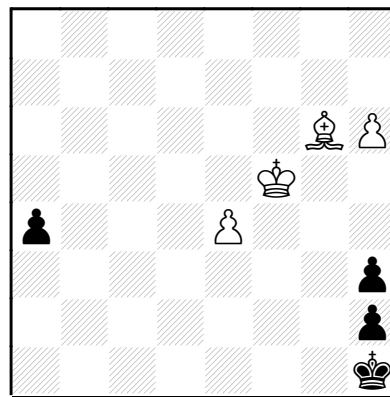
1.Rd8! Bh1! the first flight (1...Bf3 2.Rd3 Bh5 3. Be6+ Kb2 4. Rb3+ Ka2 5. Rb5+, or here Ba8 3.Be6+ Kb2 4.Rb3+ Ka2 5.Rb4+ Ka1 6.Ra4) 2.Rd1! (2.Kb5? Kb2 3.Rd1 Bb7 4.Rd2+ Kc1 5.Rc2+ Kd1 6.Kb6 Bh1!) 2...Ba8! the second 3.Be6+ Kb2 4.Rd2+ Kc3! 5.Ra2 Kb4 6.Rc2! Ka4! (6...Bh1 7.Rc4+ Kb3 8.Rxf4+ Kc3 9.Rh4!, or 6... f3 7.Rc4+ Kb3 8.Rc8+ Kb2 9.Rxa8 f2 10.Bc4) 7.Rc4+ Bb4 8.Rxf4 Bg2! Just too short a flight, but the powers already become exhausted! 9.Bf7! Ba8 again to a corner! 10.Rg4! Bh1! having gained strength, one more distant flight, the third under account (10...Bf3 11.Be8+ Kb3 12.Rg3) 11.Be6! Ba8 - and the fourth! 12.Rg7! Ba5+ 13.Kc5 Bb4+ 14.Kc4! That's all! "It's a pity, birdy", as the hero of a well-known Soviet comedy *The Caucasian captive* Shurik (Alexander) would have said.

In study P.14 two white bishops visit both corners and one of them was born on h8.

1.Bh5! (1.h7? Kg2 2.h8Q h1Q 3.Qb2+ Kg3! draws) 1...Kg2! 2.Kf4 h1Q! 3.Bf3+ Kh2 4.Bxh1 a3! 5.h7 a2 6.h8B! After the careless 6.h8Q? a1Q 7.Qxa1 we have a stalemate on the board) 6...Kxh1 7.Kg3 h2 8.Ba1! The black pawn on a2 is still useful for White. (After 8. Bd4? a1Q 9.Bxa1 Kg1 10.Bd4+ Kh1 the draw is obvious, and too early is 8.Kh3? Kg1 9.Bd4+ Kh1 is a ZZ in favour of Black: 10.e5 a1Q 11.Bxa1 Kg1 12.Bd4+ Kh1) 8...Kg1 9.Bd4+ Kh1 10.Kh3! and we have the same ZZ, but now in favour of White: 10...a1Q 11.Bxa1 Kg1 12.Bd4+ Kh1 13.Be5 wins.

**P.14. E. Pogosyants**

1st Prize *Shakhmaty Moskva* 1969



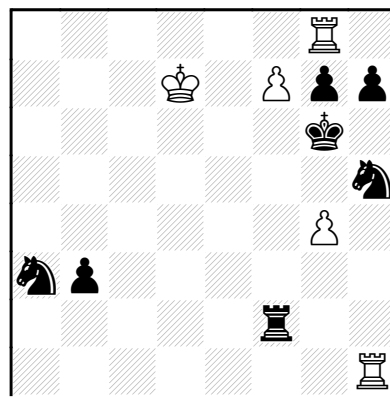
f5h1 0010.23 4/4 Win

**4. A move of a rook to the corner**

As I already explain all squares are equal for a rook: from any position on an empty board it can reach 14 squares. Therefore a rook playing to a corner is not so effective. However, there are exceptions. An example is P.15.

**P.15. A. Wotawa**

*Deutsche Schachzeitung* 1960



d7g6 0506.23 5/7 Win

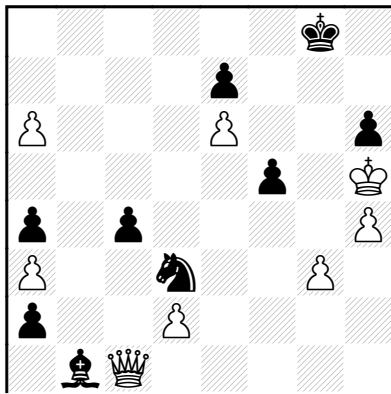
The first moves are trivial if not rough 1.f8Q Rxf8 2.gxh5+ Kf7 And this is the moment of truth. wR is under attack. What would be more natural than 3.Rxf8+? Kxf8 4.Rf1+ Kg8 5.h6 gxh6 6.Ke7 h5 7.Rg1+ Kh8 8.Kf7 h6 9.Kg6 (9.Rg8+ Kh7 10.Rg7+ Kh8 11.Kg6 b2) 9...b2 with a logical draw? But in fact White's task is to win. The very inspiring, fantastic 3.Rh8!! Really, such a move deserves ten exclamation marks! wR plays to the corner to have Black create a self-block. The rest is simple. ... After it has been found! 3...Rxb8

4.Rf1+ Kg8 5.h6 gxh6 (g6; Ke7) 6.Ke7 b2  
7.Rg1mate.

### 5. A move of a queen to the corner

A corner of the board is for a queen as any other edge square: 21 squares attacked. Here distant flights of a queen are effective. In P.16 such moves are made by both the strongest pieces.

**P.16.** A.G. Kuznetsov & K. Sumbatyan  
1st Prize *Shakhmaty Riga* 1984



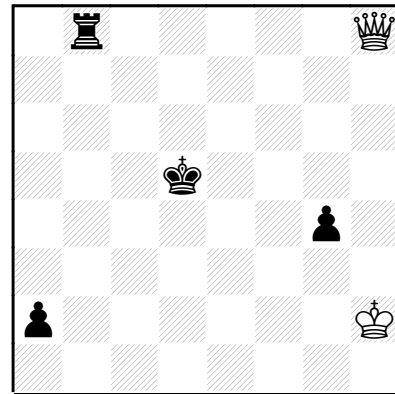
h5g8 1033.66 8/9 Draw

1.Qc3 (1.a7? a1Q 2.a8Q+ Kh7 3.Qf1 Qf6 4.Qe8 Qxe6 5.g4 Bc2 and Black is helpless) 1...Kh7! 2.a7 Sf4+! (2...Bc2 3. Qh8+! Kxh8 4.Kxh6) 3.gxf4 Bd3! 4.Qxd3! (4.Qh8+? Kxh8 5.a8Q+ Kh7 6.Qg2 Be2+! 7.Qxe2 a1Q 8.Qf3 Qg1, Premature is 4.a8Q? Be2+ 5.Qaf3 Bxf3+ 6.Qxf3 a1Q wins, since the white pawn d2 is not blocked) 4...cxd3 5.a8Q a1Q 6.Qh1! Qh8! (Qf6; Qg2!) 7.Qa8! (7.Qc6? Qg8! 8.Qg2 Qe8+) 7...Qa1! 8.Qh1! with a wide positional draw.

In P.17, the white queen, starting from corner h8, visits all other corners of the board, returns to h8 and visits a1 twice.

1.Qa1! g3+! 2.Kh3! (2.Kxg3? Rb3+ 3.Kf2 Ra3 draws) 2...Ra8 3.Qh1+ g2! 4.Qxg2+ Kc4 5.Qxa8 Kb3 6.Qh8 Kc2 7.Qa1 wins.

**P.17.** O. Pervakov & K. Sumbatyan  
1st/2nd Prize Nona 2005

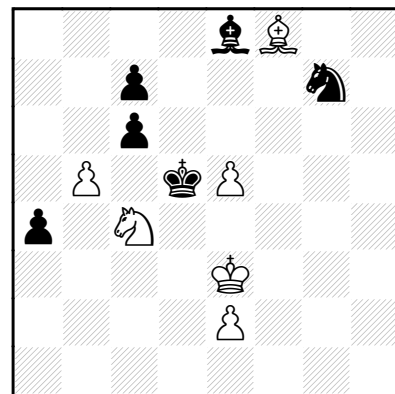


h2d5 1300.02 2/4 Win

6.

And in summary, a small selection of studies where various pieces play to corner squares. In the excellent P.18 the white bishop and knight

**P.18.** P. Perkonaja  
1st Prize Dunder JT 1964



e3d5 0044.33 6/6 Win

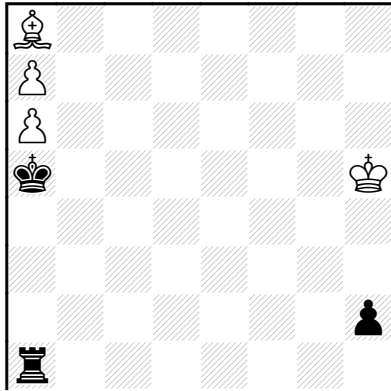
1.b6 cxb6 (1...Sf5+ 2.Kd3 cxb6 3.e4+ Ke6 4.exf5+ Kxf5 5.Sd6+ Ke6 6.Sxe8 Kf7 7.Bc5! bxc5 8.Sd6+ Ke6 9.Sc4 a3 10.Kc3) 2.Sxb6+ Ke6 3.Bxg7 a3 4.Sa8! (4.Sa4? a2 5.Sc5+ Kf7) 4...Kf7 (4...a2 5.Sc7+ Kf7 6.Sxe8 Ke6 7.Sc7+ Kf7 8.Bh8! Kg8 9.e6 Kxh8 10.e7 a1Q 11.e8Q+ wins) 5.Bh8! Kg8 6.Bf6 Kf7 7.Sc7 a2 8.Sxe8 Ke6 9.Sg7+ Kf7 10.Sh5 Ke6

11.Sf4+ Kf5 (11...Kf7 12.Bh8 Kg8 13.e6 Kxh8 14.e7) 12. Kf3 a1Q 13.e4 mate.

In diagram P.19 there are a white bishop and a queen together with a black rook.

**P.19. J. Fritz**

*Svobodne Slovo* 1961



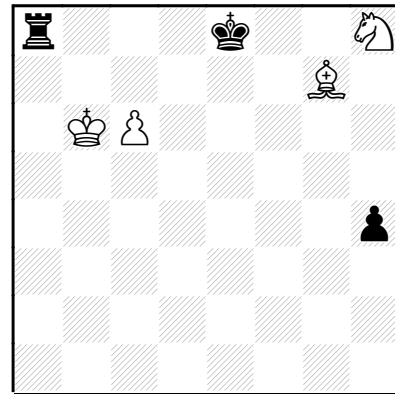
h5a5 0310.21 4/3 Win

1.Bh1! Rxh1 2.a8Q Rd1 3.Qh1! Rxh1 4.a7 Rd1 5.a8Q+ Kb5 6.Qb8+ Kc5 7.Qxh2 wins.

In the miniature P.20, bR after a voyage, comes back to corner a8 where it eventually is captured by the wS that has gone a long trip from corner h8.

**P.20. N. Kralin**

1st/2nd Prize *Shakhmatnaya Nedelya* 2003



b6e8 0311.11 4/3 Wins.

1.Kb7! (1.c7? h3! 2.Be5 Kd7 3.Sg6 Ra2 4.Kb7 Rc2 5.Sf8+ Ke7 6.Sh7 Kd7 7.Sf6+ Ke6 8.Sg4 Kd7 9.Se3 h2) 1...h3! 2.Be5! Ra1! 3.c7 (3.Sg6? Rb1+ 4.Kc7 Kf7 5.Sh4 Ke6 6.Bh2 Rb2 7.Sf3 Rf2) 3...Rb1+ 4.Kc6 Rc1+ 5.Kd6 Rc2 6.Bf4! h2! (6...Rc3 7.Sg6 Rd3+ 8.Ke6 Rc3 9.Se7) 7.Bxh2 Rd2+! 8.Ke6! Re2+ 9.Be5! Rxe5+ 10.Kd6! (Kxe5? Kd7;) 10...Rd5+! 11.Kc6! Rd8! (11...Rc5+ 12.Kxc5 Kd7 13.Kb6) 12.Sf7! (Sg6? Rc8;) 12...Ra8 13.Kb7! Kd7 14.Se5+ Kd6 15.Sc4+ Kd7 16.Sb6+ Kd6 17.Sxa8 wins.

See you soon, dear friends!