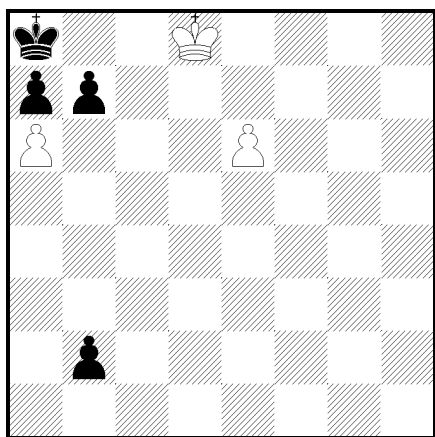


Examples from

## The fruits from my chess garden

20. Szachy, Thematic Ty, iii.1965  
(FIDE Album IV)

Additional variant of interest occurs after  
3.Kc8:



White to move and win

**1.e7 b1Q 2.e8Q**

here the Queens appear on the stage

**2... Qh7!**

cutting off the wK on the 8th row seems to be the only rescue, as 2...ba 3.Kc7 wins

**3.Kc8** (3.Qf8? ba) **Qg7**

again, 3...ab 4.Qe4 and a mate follows

**4.Qd8 Qf7!**

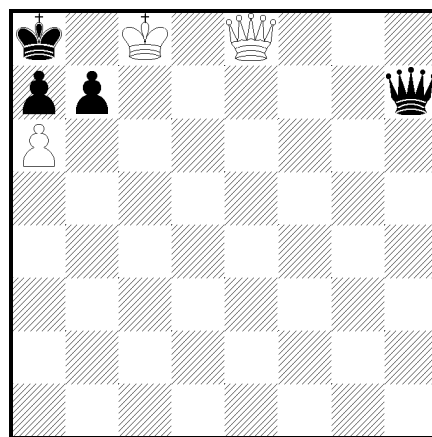
4...Qh7 5.Qf8! ba 6.Qf3+ with a mate

Critical position in which if Black was to move then 5...Qd5! 6.Q:d5 stalemate

**5.Qh8 Qe7 6.Qg8!**

Zugzwang: bQ has no available square remaining on the 7th row: 6...Qc5+ 7.Kd7+ with a mate. With WTM we have a position of mutual zugzwang: 7.Qh8 Qf7 8.Qd8 Qd5! 9.Q:d5 stalemate

**6...Qd6 7.ab** mate



After 3.Kc8

**3...Qe4!**

striking bQ-sacrifice that simultaneously defends against 4.Kc7+ and 4.ab, and attacks wQ; bQ is untouchable: 4.Q:e4? stalemate!

**4.Kc7+!**

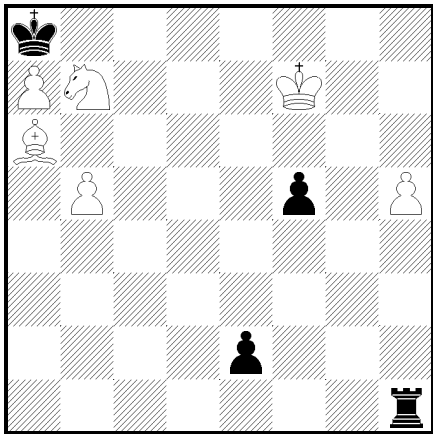
counter-punch, sacrificing its own Q

**4...Q:e8 5.ab** mate by the lonely pawn.

In this thematic tourney based on the famous study by D.Joseph (1922) my endgame received the first prize.

From the judge's verdict: "With a similar pawn material as in Joseph's study (increased only by a sole bP) this endgame introduces additional interesting elements: new stalemate position with a pinned b-pawn, neat mate with the only remaining pawn after a wQ-sacrifice, and Q vs. Q domination employing geometric motives".

## 12. Schakend Nederland, v.1974



White to move and win

Here, the introduction masks well the intended solution. The e-pawn promotion cannot be prevented and White's only hope is to create mating threats:

### 1.b6 R:h5

Strangely enough the promotion is not the strongest move for Black who must be content with exchanging pawns - h5 for e2:

1...e1Q 2.Sc5 Qe4 3.S:e4 fe (..Rb1 4.Sd6 R:b6 5.Bb7+ K:a7 6.Sc8+) 4.Bb5 Rc1 5.h6

1...Rb1 2.B:e2 R:b6 3.Sc5 K:a7 4.Kg7

### 2.B:e2

2.Sc5? Rh7+ 3.K~ R:a7 4.ba e1Q

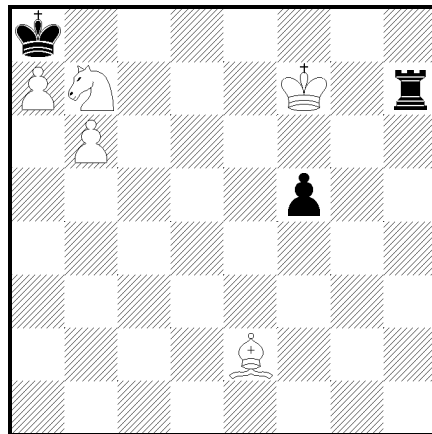
### 2...Rh7+ (2...Rh6 3.Sd6)

Introduction is over. Now, the straightforward attempts to win fail:

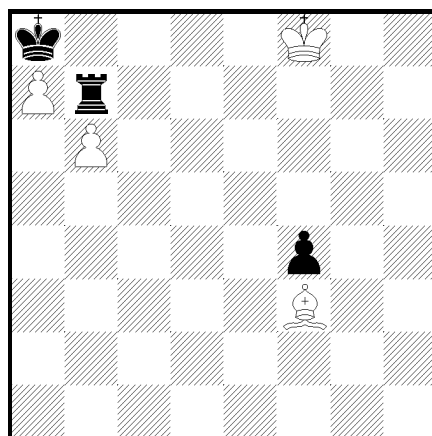
3.Kg8? R:b7 (wK is too far from b7).

3.Ke8? K:b7 4.Bf3+ K:b6 5.a8Q Rh8+ (Also 3.Ke(f)6? Rh6+ draws).

Thus we are confronted with the problem of choosing the proper escape square for wK.



3.Kf8! R:b7 4.Bf3 f4



Crucial position: 5.K~? stalemate, or 5.Be4? f3 draws (White K is too far away).

Making the next move one needs to see that it leads to a mate (in 7), in spite of the fact that bQ appears earlier than wQ.

5.B:b7! K:b7 6.Ke7(8) f3 7.Kd~ f2  
8.a8Q+ K:a8 9.Kc7 f1Q 10.b7+ Ka7  
11.b8Q+ Ka6 12.Qb6 mate.

The second thematic defense also fails:

3...K:b7 4.Kg8! Rh3 5.Ba6+ Ka8  
6.Bc4! and wins.