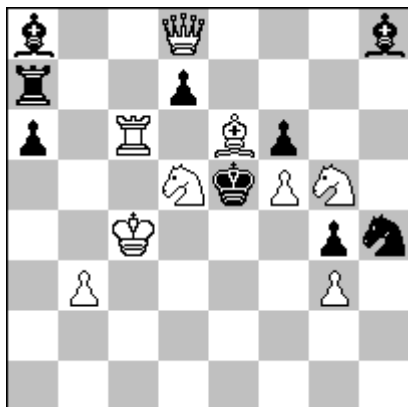


White to play and mate in 2

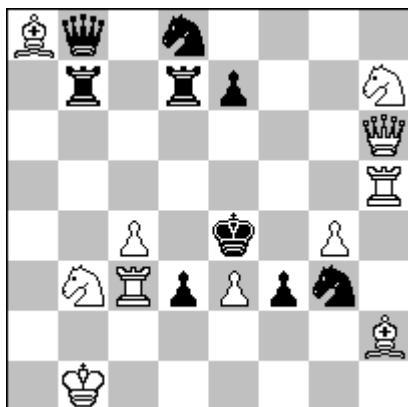


This is a corrected version of a problem by Jan Hartong that first appeared in *The Problemist*, the magazine of the British Chess Problem Society, in 1927. Back then the diagram lacked the wPb3, and there was a crude unintended solution (a ‘cook’) 1.Qb8+. Naturally, problemists generally don’t like checks and other prosaic key moves, and this cook thankfully proved easy to eliminate (after 1.Qb8+ Rc7 White no longer has 2.Qb2 mate). But can you see the much subtler move that is now the sole, much more satisfying solution? If you want a hint, look for a key after which there is plenty of interesting play centring on the d7P.

Solution next time, but if you would like to see it sooner go to www.theproblemist.org/, click on ‘Rescued Problems’, and then on Problem 001.

Now going back to the problem in the last Newsletter:

White to play and mate in 2



In this problem, published by Daniel Papack in 1993, there is a good try: 1.Rb5? threatens 2.Nd2, but fails to 1...Rd5!. The key is 1.Qb6!, with the same threat, after which we have the interesting variations 1...d2 2.Nc5 and 1...Nf1 2.Ng5. Everything hinges on which lines are opened and which closed by these moves!

You’ll find an interesting commentary on this problem (both from the point of view of the solver and of seeing what effects the composer had in mind) on the BCPS website. Go to www.theproblemist.org/, click on ‘Solving’, then on ‘Two-movers for solving’ and click on Problem 1.

Christopher Jones