For this month's problem we again raid the storehouse of 'Rescued Problems' that can be found on the British Chess Problem Society website, <u>www.theproblemist.org/</u> - problems that were published in the pre-computer era which have now been shown to be unsound but which have been corrected. In this one –



White is to play and mate in 2. When originally published by Laszlo Lindner in *The Problemist* in 1935, the bR was not at b3 but was instead at b2 and the greater scope for the Rook at that square allowed a successful defence. Now though all defences fail if you find the correct key move. Solution next time, though if you can't wait check out the BCPS website, where it's 15 on the Rescued Problems page. (There is a lot of interesting problem material on this website. If you fancy a stiffer solving challenge, look at the Weekly Chess Problem, and the archive of previous Weekly Chess Problems.)

Going back to the problem by Norris Easter given in the last Newsletter -

White to play and mate in 2



you may have guessed straight away that the key move is 1.0-0. This threatens 2.Re1, and the defences 1...Ke2+/Ke4+/Qg6+/Qxg7+/Qxe6 fail respectively to 2.Nd4/Nc5/Ng5/Nxg7/Rxe6. The original setting, without the Pg7, had a cook: 1...Qg8+, meeting 2.Ng7 (or Ng5) with 2...Qe6.

Christopher Jones