

Cappy is a game played at IDA/CCR Princeton since 1982. It is played between a gang of kibitzers, who maneuver the Black pieces, and a masochist who must mate with a certain pawn called the cappy. We use uppercase for the White men only [KQBNRPC] with C for the cappy.

\*\*\* The Rules of Cappy \*\*\*

Usually the cappy starts at g2, but f2,b2 have also been tried. To compensate for the exposed cappy, White starts with two moves. To win on the board White must deliver mate with the cappy. In return, White loses if mated, or if the cappy is captured or promoted, or if Black is mated with a different piece or pawn. (An interesting variant is if White may not promote any pawn.) Otherwise the rules of chess are followed. Some consequences:

- i) The cappy is not treated like a king; an attack on the cappy can be ignored if White checks the Black king. In the heat of battle a single-move capture of the cappy is occasionally overlooked, and the game continues without material consequence.
- ii) A discovered mate delivered with another piece by moving the cappy is not mate, but a loss for White. However, a double-checkmate by moving the cappy is possible.

## Miscellany

-----

- a) Our clock rules are designed in the interest of the game, rather than to terminate the game. An illegal move, when detected, is retracted with the offending player losing some ticks off the clock, while the other player gains some ticks. If a flag falls in a lost position, the other player usually prolongs the pain by feigning ignorance. Even when one player makes a very poor move, the other player often treats it as an illegal move, with the consequent clock adjustments.
- b) A cappy player of Master speed-chess rank can usually play a novice (a player who has never played tournament chess) roughly even with five minutes apiece on the clock. (The relative times may need some adjustment, but seven to three for either side is rare.) This is quite different than time-handicaps, where often the only question is whether the better player mates before forfeiting.
- c) Cappy is played in the presence of a random element (RE), which is the relative strength of the Black moves. Whereas chess is played and analyzed in a deterministic (perfect information, no RE) scenario, other popular games like bridge, backgammon, and poker have RE's.
- d) There is no "best" move in general, for either player!  
This is a consequence of the RE. With Black a "good" player, best could be defined as the quickest win (usually of the cappy), which would suggest sharp tactics. Or for a lesser player it could be to make the safest move now, that will eventually lead to a win most surely; this would suggest long-term strategic play. But in either case, with White the better player, Black runs the risk of being outplayed.

What should White's strategy be? Should it be to prolong the safety of the cappy, or create holes in the Black defense at all costs, or ...? Since White starts with a lost game, the only hope is to take risks to improve the White position.

- e) The openings that have evolved are not in the chess books. The suggestion to "just play chess" as Black doesn't seem to work well with players of suitable relative strengths.

### Why Play Cappy?

-----

- 1) Cappy is a fair game between two players of disparate talents, in which either side can take time to think.
- 2) There are fascinating endgames which can test the best of analysts.
- 3) There are amusing sequences which only occur in Cappy, such as the mop, the swinging rook, the chase, the mate defense, and the punching bag.
- 4) Since White starts with a dead lost position and has no best move, it turns out that Cappy, unlike chess, is a game in which White must bluff. The "Cappy players" (a.k.a. the kibitzers, one of whom plays the Black pieces) did not appreciate this element of the game for several years.
- 5) One of the consequences of the RE is the role of the kibitzers. The kibitzing element is abhorrent to chess players, where the best move is best and pointing out a single move can be fatal. But for games with a RE, kibitzing in moderation can lend a social element which is beneficial to the game. (The backgammon chouette provides a natural cadre of kibitzers.)

What constitutes a good strategy for White is most dependent upon the style of the Black player. It is here that the kibitzers can wield their greatest leverage, by causing Black to alter his repertoire during the game.

- 6) Cappy is more fun than chess -- you don't have to win to have a good time. This is partly because it is a fair game which is nonetheless massively out of balance, and which enjoys (suffers?) large swings of fate. Nearly always, someone has a lost position.

Some Endgame Puzzles (Thanks to Paul Lemke for corrections/confirmations)

-----  
Black has a lone king. For the first three puzzles, White has no pawns. By symmetry, we may assume C lies inside the rectangle e2-e6-h6-h2-e2. Thus Ch means the cappy is on the h-file, one of Ch2,Ch3,Ch4,Ch5,Ch6. White moves first in all positions.

- P1. Show that with Ce + Q, or Ce6 + Be1 + R, or Cg6 + Bg1 + R, White can mate, but only if Black cooperates.
- P2. Show that White cannot mate with Ch6 + R + R, or Ch6 + Bh1 + R, or Ch + Bh1 + N.
- P3. Show that, except for P1-P2, White mates by force in all cases with either C + Q, or C + any two of the pieces R-R-N-N-Bg1-Bh1 .
- P4. One-piece mates. With C + one piece [R,B,N] there is no forced mate without a favorable position. Find all C positions so that White can mate with Black to move from Bb2,Kf6,C?,kh8. [f2,f3,f5,g2,g3,g4,g5] Note with Cg2-g6, the King is mated on the 7th rank. Another 3vs1 mate (meaning, X/K/C mates by force vs k) is Qe7/Kf7/Cg5 vs kh8. No other 3vs1 mates exist. However, if the cappy rules did not allow White to promote a Pawn, here are two 4vs1 1-piece mates (XKPC vs k): An RKPC 8th-rank mate starts Rf7/Ke6/Pf6/Cg6 vs ka8. An NKPC 7th-rank mate in 6 starts Nh6/Kf7/Pf5/Cg5 vs kh8. The only 4vs1 1-piece mate on a lower rank starts Qf4/Kg8/Pf3/Cf3 vs kg6: Qf7 kg5, Kh8 kh6, Qf6 kh5, Cg4 mate on h5. A mate on h4 is had by starting all men 1 rank lower. Is there a 4vs1 1-piece mate on the 6th rank? (Only ranks 4-8 are conceivable.)

There is one other non-promotion XKPC mate: Bh5 Cg5 Pe7 Kaway vs kg7. White pushes the king to the 8th rank and arranges for: Bh5 Kh6 vs kh8: then Bg6 Kg8, Be8 Kh8, g6 Kg8 Bf7 Kh8 g7 1-0.

- P5. No-piece mates. With Kb7,C?,kd7 how many pawns, none beyond rank 4, does White, to move, need to mate by force without promoting a pawn? [Answer: With one pawn, mate is possible but requires Black's help. But with Pe4,Pf4,Cg4 White mates starting with e5. The final position is Kh6,kh8,Pe7,Pf7,Cg7.]

Most interesting is Pg5,Ch4,Kg4,kg7, which Black draws if Ch5 instead, or if White fails to move sideways to or from f3.

On P3: All mates with N+N are interesting, as is the mate starting from Kf5,Rg5,Ch5,Rf8,kh6: 1. Rf6 kh7 2. Rf7 any 3. Rf8 kh7 4. R5g8 kh6 5. Rh8 kg7 6. h6 1-0.

[No mate with Ch/Bh1; see P2]

	k		k		k
B		N		K	
N CK		BCK		N BC	
(A)		(B)		(C)	

k| From kg6, Bh6, Cf5: kg8, Cf6 kh8, Bg7 1-0; or kh8, Bf8 kg8,  
 | Be7 kh8, Bd6 kg8, Cf6 kh8, Bf8 kg8, Bh6 kh8, Bg7 1-0.  
 K| From kf7, Bf8, Cg5: kh8, Bg7 1-0; or kh7, Be7 kh8, Bd6 kh7,  
 | Bf8, kh8, Bg7 1-0. Thus with the king hemmed in, White  
 | can change tempo or not and win with cappy on the f or g  
 | file on ranks 2 through 6. From the starting position,  
 B| Cf4 allows the king to escape with kh7. So the answer is  
 | Cf2, Cf3, Cf5, Cg2, Cg3, Cg4, Cg5 all win and Cf4 doesn't.

On P5:

```

-----
|           | The key position to mating with P,P,C is that
|   K k | White mates on the left with either side to move.
|   pp | 1. e7 kh8 2. Ke6 kh7 3. Kf5 any 4. g6;
|   C | White waits at g5-h5 for ... kh8 then Kh6,f7,g7.
|       | 1. ... kh8 2. Kg6 kg8 3. e7 kh8 4. Kh5,g6 etc.
|       |
|       | With Kb7,Pe4,Pf4,Cg4, White mates if the Black king
|       | is anywhere on file d-h and rank 6-8, except for d6.
-----

```

Starting with Ka7,kc7 White needs Pd4,Pe4,Pf3,Cg3, at least, to win. With six pawns on b4-g4 and Black's king in front of the pawns, White can mate, without promoting, with any pawn of his choice; i.e., with any one of the six pawns the cappy.

```

With Ch instead of Cg, it appears the
dead-minimum no-promotion mate with pawns
only is Pe4,Pf4,Pg4,Ch4,Pg3 with Kb7,kd7.
White starts with e5, pushes the king
into the corner then positions his pawns
e6,f5,g5,g6,Ch6 as on the right. White
begins with g7, and the king is trapped
by pawns so White can get his king to g4
as on the far right. He waits for kh7
to play Kh5, then mates with f6,g6,Ch7.
-----

```

	k		k	
	K		P	
	p pC		p C	
	pp		pp	
			K	

The Pg7 is needed to cover h8, and Pf6 is needed to cover g7. The Ch7 mate requires defending by Pg6. The Pe6 is needed to keep the king from f7. The Pf5 is needed to keep the king from g6, since mating from the position on the right requires cooperation.

-----
p
ppkC
p
K
-----

Another suggested rule change is to have a draw count as a win for Black, but with that rule the endgames would be much less interesting.

On P6: White can't mate with his pawn on the h-file, as Black runs to h8 and sits. It's a draw with Ce,Pf by P1.

With Pg5,Ch4 Black draws if he can move his King to square (x) for each White K square: Ke5/e4/g4(g6), Ke3/f3/f5/g3(g7), Kf4/h3(f7), Ke12/f12/g12/h12(f8,g8). So if White doesn't move sideways to or from f3, Black can draw.

### The Swinging Rook and the Mop

It's not hard to guess why these maneuvers are so-named. Starting from the initial position, Black has just captured at g4. All Black's pieces, save two pawns, are defended, and Black has a big attack on the cappy file. Since White loses by mating with a rook or queen, the continuation Bb7 kb8, Ba6 ka7, Rb7 ka6, Qc6 ka5 is a win for Black. But, beware the swinging rook:

1 Qc6! kb8 Rb7 ka8 Rd7 kb8 Rb7 ka8 Re7 kb8

kr n	k r n	k r n	k r n	k r n	k r n	You get the idea.
d nbbdd	d nbbdd	R nbbdd	Rbbdd	R bbbdd	Rbbdd	The rook swings
B	B Q	B Q	B Q	B Q	B Q	back and forth
q	q	q	q	q	q	from b7, clearing
d r	d r	d r	d r	d r	d r	the seventh rank.
p Q p p	p p p	p p p	p p p	p p p	p p p	Seven moves later
p Cp	p Cp	p Cp	p Cp	p Cp	p Cp	we come to the
R RK	R RK	RK	RK	RK	RK	eighth-rank "mop":

12 Rb7 ka8	Rd7 kb8	Rd8 ka7	Rd7 kb8	Rb7 ka8	Rg7 kb8	Rg8 ka7	Rg7 kb8
k r n	k r n	R n	k n	k n	k n	R	k
R	R	k	R	R	R	k	R
B Q	B Q	B Q	B Q	B Q	B Q	B Q	B Q
q	q	q	q	q	q	q	q
d r	d r	d r	d r	d r	d r	d r	d r
p	p	p	p	p	p	p	p
p Cp	p Cp	p Cp	p Cp	p Cp	p Cp	p Cp	p Cp
RK	RK	RK	RK	RK	RK	RK	RK

How to part Black from his last two pieces? Another form of the mop:

20 Rb1 qb5	Rb7! ka8	R7b5 ka7	Rb7 kb8	Ra7! ka7	Rb7 ka8	Rf7 kb8	Rf4 1-0
k	k	k	k	k	k	k	k
R	R	k	R	k	R	R	R
B Q	B Q	B Q	B Q	B Q	B Q	B Q	B Q
q	q	R	R	R	R	R	R
d r	d r	d r	d r	d r	d r	d r	d R
p	p	p	p	p	p	p	p
p Cp	p Cp	p Cp	p Cp	p Cp	p Cp	p Cp	p Cp
R K	R K	R K	R K	R K	R K	R K	R K

White checked the Black king for 26 consecutive moves!  
 The end comes three moves sooner if Black either interposes  
 qf7 or captures qb7 when he might have. For example,  
 18 ... qf7 19 Rf7 rf7 20 Qc5 kb8 21 Qe5 ka7 22 Qe3 any,  
 then 23 Qe6 or Qe8 followed by 24 Qf7.  
 With the clock, the extra moves can make the difference.



# The Chase

On an open board, "the chase" is shown starting with Cf2:

... nh3 f3 ng1 f4 ne2 f5 ng3 f6 ne4 f7 ng5 promotes 0-1

					C	
				C		
			C		n	
	n	C		n		
C			n			
		n				

It also takes a slightly less elegant form ("the come-on"?)

... nh3 f3 ng5 f4 ne6 f5 ng7 f6 ne8 f7 nd6 promotes 0-1

				n		
			n		C	
		n		C		n
			C			
	n	C				
C						

# The Mate Defense

-----  
 |r k| This ploy can be most annoying to White.  
 |d dd| On the left, White would gladly swap  
 | | both pieces for the rook, but after Qf7,  
 | | Black wins with Rf8.  
 | |  
 | Q C | We show how it can take a huge material  
 |ppp p| loss to (almost) thwart the mate defense.  
 |R K| 1. ... kh8 (right) loses quickly for Black:  
 -----

-----  
 | r k |  
 | d dd |  
 | |  
 | |  
 | p C |  
 |Q |  
 |pN npBpp|  
KR R

2 Nd3 nb1 Rb1 rf8 Rb8 rb8 Ne5 d6 Qd6 1-0 Ng6 looms.

-----  
r k	r k	r k	r k	r k
d dd	d dd	d dd	dd	dd
P C	P C	P C	P C	P C
Q N	Q N	Q N	Q	
P PBPP	P PBPP	P PBPP	P PBPP	P PBPP
Kn R	KR	K	K	K
 -----

A direct assault on the cappy by 1. ... g5 2. f5 rb5 loses to Qc5.  
 But after 1 ... nb3!, White cannot play ab as the Rb8 deflection  
 vanishes. So ...

2 Qb3 kh8! Nd3 rf8 Qb8 rb8 Ne5 rf8 Rb8 rb8 Nd7 rd8

-----  
 | r k| r k| r k| r k| r k| r k| 7... re8 loses  
 | d dd| d dd| d dd| d dd| d dd| N dd| to Rb1 then Rb8.  
 | | | | | | | It begins to get  
 | | | | | | | interesting, and  
 | P C | P C | P C | P C | P C | P C | White is lost.  
 | Q | Q N | N | | | | The White tries  
 |PN PBPP|P PBPP|P PBPP|P PBPP|P PBPP|P PBPP| are Rb1 and Nf6.  
 |KR R|KR R|KR R|KR R|K R| Rb1 loses quickly:  
 -----

8 Rb1 rd7 d5 h6 Rb8 kh7 Rf8 rd5 Kb2 rd1

		k		k	R			R			R		
	r	dd		r	d		r	dk		dk		dk	
					d			d		d		d	
				P			P			r			
	P	C			C			C			C		
P	PBPP	P	PBPP	P	PBPP	P	PBPP	PK	PBPP				
KR		KR		K		K			r				

9. d5 threatened Rb8 then Ba7. So Black had to abandon the mate defense. On the left, Black wins with ... rf1 next. The other try:

8 Nf6 gf e4 rg8 h3 rg2 Bh4 kg7 a4 re2 Re1 rh2 Re3 kf7

	r	k		rk		k							
		d		d		d		kd		kd		kd	k d
	d			d		d		d		d		d	
	P	C		PPC		PPC		PPC B	P	PPC B	P	PPC B	P
						P		P		P		P	R P
P	PBPP	P	BPP	P	Br	P	r		r		r		r
K		R K		R K		R K		R K		R K		R	K

[The last move, kf7, was to avoid Rg1 or Rg3 at the wrong moment] In this position either 15 Be1 rh1 or 15 d5 rh1, Re1 rh3 win for Black. No better was 11 Rf1 rh2, h4 rh3, Be1 re3, f5 re4, Bc3 rh4 0-1.

The only other try seems to be 15 e5:

15 e5 fe fe kg6 a5 rd2 Re4 rd4 0-1.

		k d		d		d		d		d			
				k		k		k		k			
	d			C	P	C	P	C					
P	P C B	P	B	P	B	P	B	rR	B				
	R	P		R	P		R	P		P			
		r		r		r							
K		K		K		K							

This position demonstrated many Cappy strategies -- the mate defense (three times), deflection (with the rook pins), masking the cappy, and finessing to win the cappy against superior material.

Some Games We use initials only to mask the identities of the culprits.  
Games A--H. More recently discovered games on Cgame.log.tex.

1 ... f5 Qd3 d6 Nf3 nc6 Bf4 nf6 h3 b6 a3 bb7 d5 ne5 Qf5 .qd7

rnbqkbnr	rnbqkbnr	r bqkbnr	r bqkb r r	bqkb r r	qkb r r	qkb r r	kb r
d4d4d4 d4	d4d4 d4 d4	d4d4 d4 d4	d4d4 d4 d4	d4 d4 d4 d4	dbd4 d4 d4	dbd4 d4 d4	dbd4d4 d4
	d	nd	nd n	dnd n	dnd n	d d n	d d n
d	d	d	d	d	d	Pnd	PnQ
P	P	P	P B	P B	P B	B	B
N	NQ	NQ N	NQ N	NQ N P	P NQ N P	P NQ N P	P N N P
PPP PCPP	PPP PCPP	PPP PCPP	PPP PCPP	PPP PCP	PP PCP	PP PCP	PP PCP
R BQKBNR	R B KBNR	R B KB R R	KB R R	KB R R	KB R R	KB R R	KB R

9 Qd7 kd7 Be5 de Ne5 ke8 000 rd8 e4 e6 Bb5 ke7 rhe1 g6u Bc6 bh6

[illegible]

17 Kb1 bf4 Nf3 bg3v Cg3 nh5 Cg4 nf6w d6 cd Nd5 ed ed kf8 g5 ng8

```

| r r| r r| r r| r r| r r| r r| r k r| r knr|
|dbd k d|dbd k d|dbd k d|dbd k d|db k d|db k d|db d|db d|
| dB dnd | dB dnd | dB d d | dB dnd | dBddnd | dBd nd | dBd nd | dBd d |
| PN | P | P n| P | | d | P | P C |
| Pb | P | P | P C | P C | P C | C |
| P N | P N NbP|P N NCP|P N N P|P N N P|P N P|P N P|P N P|
| PP CP | PP CP | PP P | PP P | PP P | PP P | PP P | PP P |
| K RR | K RR | K RR | K RR | K RR | K RR | K RR | K RR |

```

25 Nd4 h6 Ne6 kf7x Nd8 kg7 Ne6 kh7 Nf8 kg7 Ne6 kf7 Nd8 kf8 Re8 kg7

```

| r knr| r nr| N nr| nr| Nnr| nr| N knr| NR nr|
|db |db k |db k |db k |db k |db k |db k |db k |
| dBd dd| dBdN dd| dBd dd| dBdN dd| dBd dd| dBdN dd| dBd dd| dBd dd|
| P C | P C | P C | P C | P C | P C | P C | P C |
| N | | | | | | | |
| P | P | P | P | P | P | P | P |
| PP P | PP P | PP P | PP P | PP P | PP P | PP P | PP P |
| K RR | K RR | K RR | K RR | K RR | K RR | K RR | K R |

```

33 Ne6 kf7y Rf1 nf6 Nd8 kg7 Cf6 kh7 Rh8 kh8 Nb7 kh7z

```

| R nr| R r| NR r| NR r| N k| | |
|db k |db k |db k |db k |db |dN k|
| dBdN dd| dBdNdd| dBd ndd| dBd Cdd| dBd Cdd| dBd Cdd|
| P C | P C | P C | P | P | P |
| | | | | | |
| P | P | P | P | P | P | P |
| PP P | PP P | PP P | PP P | PP P | PP P |
| K R | K R | K R | K R | K R | K R |

```

- u Black has a good idea but should play 16. ... bc6 next.
- v A typical exposure maneuver.
- w It looks like the cappy is a dead duck,  
but Black goes astray with some stock responses.

- x king to e7-f7-g7-h7 still wins.
- y Last chance to draw was 33. kh7.
- z The cappy was hanging for 16 of 17 moves, 11 in a row, but the bishop was hanging for 22 straight moves!  
It's mate in 13 or so:  
39. g4 g5, Be8 h5, Re1 a6, Re7 kh6, Rg7 hg, hg a5,  
45. Rg6 kh7, Nd8 b5, Ne6 b4, Ng5 kh8, Ra6 kg8, Ne6 ba, f7.

B 2/25/88 - GS-AR - Cg2 - 1. e4/h4 (= White's two first moves).  
This game illustrates the "punching bag", in which the Black king gets shoved around the board until a piece (or pieces) threatening the cappy gets caught in the crossfire. Get out an extra chess set.

1 e4 h4	g5	2 hg	e5	3 Qh5	d5	4 Nc3	d4
r n b q k b n r	r n b q k b n r	r n b q k b n r	r n b q k b n r	r n b q k b n r	r n b q k b n r	r n b q k b n r	r n b q k b n r
d d d d d d d	d d d d d d d	d d d d d d d	d d d d d d d	d d d d d d d	d d d d d d d	d d d d d d d	d d d d d d d
d	d p	d d p Q	d p Q	d p Q	d p Q	d p Q	d p Q
p p	p	p	p	p	p	p	p
N	N	N	N	N	N	N	N
p p p p p C	p p p p p C	p p p p p C	p p p p p C	p p p p p C	p p p p p C	p p p p p C	p p p p p C
R N B Q K B N R	R N B Q K B N R	R N B Q K B N R	R N B Q K B N R	R N B Q K B N R	R N B Q K B N R	R N B Q K B N R	R N B Q K B N R

  

5 Nb1	qd7	6 Bc4	qg4	7 Qf7	kd8	8 Qf8	kd7
r n b k b n r	r n b k b n r	r n b k b n r	r n b k b n r	r n b k b n r	r n b k b n r	r n b k b n r	r n b k b n r
d d d q d d	d d d q d d	d d d q d d	d d d q d d	d d d q d d	d d d q d d	d d d q d d	d d d q d d
d p Q	d p Q	d p Q	d p Q	d p Q	d p Q	d p Q	d p Q
d p	d p	d p	d p	d p	d p	d p	d p
B d p q	B d p q	B d p q	B d p q	B d p q	B d p q	B d p q	B d p q
B d p q	B d p q	B d p q	B d p q	B d p q	B d p q	B d p q	B d p q
p p p p p C P	p p p p p C P	p p p p p C P	p p p p p C P	p p p p p C P	p p p p p C P	p p p p p C P	p p p p p C P
R N B K B N R	R N B Q K N R	R N B Q K N R	R N B Q K N R	R N B Q K N R	R N B Q K N R	R N B Q K N R	R N B Q K N R

W 1/24/88  
in 1988, 1/24/88

9 Qf5	qf5	10 ef	ne7	11 Be6	kd8	12 Bc8	kc8
r n b	n r	r n b	r	r n b k	r	r n k	
d d d k	d	d d d k n	d	d d d n	d	d d d n	d
				B			
	d q p		d p p		d p p		d p p
	d p	B d		d		d	
p p p p p C p		p p p p p C p		p p p p p C		p p p p p C	
R N B K N R		R N B K N R		R N B K N R		R N B K N R	

13 f6	ng6	14 d3	h5	15 Nf3	h4	16 Rh3	kd2
r n k	r	r n k	r	r n k	r	r n	r
d d d	d	d d d		d d d		d d d k	
	p n		p n		p n		p n
	d p		d p d		d p		d p
	d		d		d		d
		p		p N		p N R	
p p p p p C p		p p p p C p		p p p p C		p p p p C	
R N B K N R		R N B K N R		R N B K R		R N B K	

17 Na3	nc6	18 Nc4	rag8	19 a4	nf4	20 Bf4	ef
r	r	r r	r r	r r	r r	r r	
d d d k		d d d k		d d d k		d d d k	
	n p n		n p n		n p		n p
	d p		d p		d p		d p
	d	N d	d	p N d	n d	p N d	d d
N p N R		p N R		<del>X</del> p N <del>R</del>		p N R	
p p p p C		p p p p C		p p p C		p p p C	
R B K		R B K		R B K		R K	

21 f7	rf8	22 g6	rh6	23 Nh4	f3	24 Cg3	ne7
	r r		r		r		r
d d d k p		d d d k p		d d d k p		d d d k n p	
n		n p r		n p r		p r	
p							
p N d d d		p N d d d		p N d N		p N d N	
p N R		p N R		p d R		p d C R	
p p p C		p p p C		p p p C		p p p	
R K		R K		R K		R K	

25 g7	nf5w	26 gf=N+	kc6	27 Nf5	rh3x	28 Ne7+	kc5
	r		N		N		N
d d d k p p		d d d p		d d d p		d d d N p	
r		k r		k			
n		n		N		k	
p N d N		p N d N		p N d		p N d	
p d C R		p d C R		p d C r		p d C r	
p p p		p p p		p p p		p p p	
R K		R K		R K		R K	

29. Ne6	kb4	30 Nc6	bc	31 f8=Q	c5	32 c3	kb3y
					Q		Q
d d d N p		d d p		d d N		d d N	
N		d N					
				d		d	
p k N d		p k N d		p k N d		p N d	
p d C r		p d C r		p d C r		k p p d C r	
p p p		p p p		p p p		p p p	
R K		R K		R K		R K	



33 Qb8      kc2    34 Na3      kd3    35 Nf4      1-0z    Mating position.

	Q			Q			Q				Q	
	d	d		d	d		d	d		d	d	
		N			N						k	
		dd			d			d			C	
	p	N d		p	d		p	d N		p	d N	
		p p d C r		N	p k d C r		N	p k d C r		N	p d	
	p k	p		p	p		p	p		p	p	
	R	K		R	K		R	K		R	K	

- w Black thinks a kill is at hand, but this move loses "quickly".  
x If the king were on c8, White could win, as here, with g4:  
28 g4 rh1 29 kd2 ra1 30 Ng3 kb8 [... ra4 31 Nd7!] 31 Nd7 ka8  
32 Ncb6 cb 33 Nb6 then 34 f8=Q 1-0.  
y If dc then Qc5, Qa3, Ne3, Nf4 wins the rook.  
z White mates in 8 with Qe8, Qe6, Nh3, Qg8, Nf5, Cg4, Cg5.  
Did you miss two quick wins for Black?  
After 21 f7 rg7! the advanced pawns fall.  
After 25 g7 re6+! K any rf7 it's curtains.

C 8/05/96 - QS-AR - Cg2 - 1. d4/e4 (= White's two first moves).  
Black misses a quick win, then falls for a trap, losing two pieces.

1 ... g5 e5 e6 Be2 Nc6 h3 N3e7 Bg5 h5w h4 bh6 Bh5 bg5 hg ng6

	rnbqkbnr		rnbqkbnr		r bqkbnr		r bqkbnr		r bqkbnr		r bqk nr		r bqk nr		r bqk nr		r bqk nr	
	dddddd		d d d d d		d d d d d		d d d d d		d d d d d		d d d d d		d d d d d		d d d d d		d d d d d	
			d		n d		d		d		d b		d		d n			
	d		P d		P d		P d		P Bd		P Bd		P bB		P PB			
	PP		P		P		P		P		P P		P P		P P			
							P		P									
	PPP PCP		PPP PCP		PPP BPCP		PPP BPC		PPP BPC		PPP BPC		PPP PC		PPP PC			
	RNBQKBNR		RNBQKBNR		RNBQK NR		RNBQK NR		RN QK NR		RN QK NR		RN QK NR		RN QK NR			

```

9 Qg4 nie7 Nc3 b6 Rh3 bb7 Nf3 b5 000 b4 Ne4 Nd5 Bg6 rh3 Qh3 nf4x
-----
|r bqk r|r bqk r|r qk r|r qk r|r qk r|r qk r|r qk |r qk |
|ddddnd |d ddnd |dbddnd |dbddnd |dbddnd |dbdd d |dbdd d |dbdd d |
| d n | d d n | d d n | d n | d n | d n | d B | d B |
| P PB| P PB| P PB| d P PB| P PB| nP PB| nP P | P P |
| P Q | P Q | P Q | P Q | d P Q | d PN Q | d PN Q | d PNn |
| N | N R| N N R| N N R| N R| N r| N Q|
|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|
|RN K NR|R K NR|R K N |R K | KR | KR | KR | KR |
-----

```

```

17 Qh8 ke7 Qf6 ke8 Bf7 kf8 Qf4 qe7 g6 kg7 Rh8 rf8 N3g5 be4 Ne4 rf7y
-----
|r q Q|r qk |r q k |r k |r |r |r |r |
|dbddkd |dbdd d |dbdd B |dbddqB |dbddqBk |dbddqBk |d ddqBk |d ddqrk |
| d B | dQB | dQ | d | d P | d P | d P | d P |
| P P | P P | P P | P P | P | P | P N | P |
| d PNn | d PNn | d PNn | d PNQ | d PNQ | d PNQ | d PbQ | d PNQ |
| N | N | N | N | N | N | | |
|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|PPP PC|
| KR | KR | KR | KR | KR | K R| K R| K R|
-----

```

```

25 Rh7 kf8z Rf7 qf7* gf d6 Qf6 d5 g4 mates
-----

```

	k		k		k		k		k		w	The kibitzers were pushing
	d ddqr R		d dd q		d d P		d d P		d d P			for ng6, Bd8 nf4, but
	d P		d P		dd		dQ		dQ			with no convincing line
	P		P		P		dP		dP			put forward, Black settles
	d PNQ		d PNQ		d PNQ		d PN		d PN C			for a slower assault. The
												quickest win after g3
	PPP PC		PPP PC		PPP PC		PPP PC		PPP P			seems to start with www
	K		K		K		K		K		x	Falls for the trap. It's a
												draw after fg, 17 Qh8.

y Black thinks White can't mate with about 4 seconds on his clock. Oops.

z kg6, Qh6 kf5, f6 would have mated even faster.

\* ke8 holds on a bit longer.

D 8/16/96 - GS-RC - Cg2 - 1. d4/e4 (= White's two first moves).  
 White misplays a good position, but Black telegraphs his intentions.

1 ... d6 Bf4 nd7 h4 g7 Nf3 h5 Qd2 Bh6 Ng5 n2f6 Bd3 Qd7 Qe2 Qg4

rnbqkbnr	r bqkbnr	r bqkbnr	r bqkbnr	r bqk nr	r bqk nr	r b k nr	r b k nr
ddd dddd	dddnqddd	dddnndd d	dddnndd	dddnndd	ddd dd	dddqdd	ddd dd
d	d	d d	d d	d db	d ndb	d ndb	d ndb
			d	d	Nd	Nd	Nd
PP	PPB	PPB P	PPB P	PPB P	PPB P	PPB P	PPBqP
			N	N		B	B
PPP PCP	PPP PCP	PPP PC	PPP PC	PPPQ PC	PPPQ PC	PPPQ PC	PPP QPC
RNBQKBNR	RN QKBNR	RN QKBNR	RN QKB R	RN KB R	RN KB R	RN K R	RN K R

9 Qg4 bg4 N1d2 bg5 hg nd2 f3u h4 fg h3 Cg3 h2 Bf1 000 Nf3v f3

r k nr	r k nr	r k nr	r k nr	r k nr	r k nr	kr nr	kr nr
ddd dd	qdd dd	dddnndd	dddnndd	dddnndd	dddnndd	dddnndd	dddnnd
d ndp	d nd	d d	d d	d d	d d	d d	d dd
Nd	bd	Pd	P	P	P	P	P
PPBbP	PPBbP	PPBb	PPBbd	PPBP	PPBP	PPBP	PPBP
B	B	B	B P	B d	B C	C	NC
PPP PC	PPPN PC	PPPN PC	PPPN C	PPPN C	PPPN d	PPPN d	PPP d
RN K R	R K R	R K R	R K R	R K R	R K R	R KB R	R KB R

17 Rh2 fg Be3 n1f6 Bd3 ng4 Kd2 rh2w Nh2 nf6x Be2 nh5 Bg4 kb8 Bh5 h5y

kr nr	kr r	kr r	kr	kr	kr	k r	k r
dddnnd	qddnd	dddnnd	dddnnd	ddd d	ddd d	ddd d	ddd d
d d	d nd	d d	d d	d nd	d d	d d	d
d	d	d	d	d	dn	dn	dd
PPBP	PP P	PP n	PP n	PP n	PP n	PP B	PP
NC	BNC	BBNC	BBNC	BB C	B C	B C	B C
PPP R	PPP R	PPP R	PPPK r	PPPK N	PPPKB N	PPPK N	PPPK N
R KB	R KB	R K	R	R	R	R	R

25 Bg5 rg8 Nf3 h4 Cg4 h3z Notes u-z:

k	r	k	r	k	r	u	A risky move, but White must take chances.
ddd	d	ddd	d	ddd	d	v	A big mistake. Kf2-g2 Rh2 was safer.
	d		d		d	w	nh2 (kibitzers), but Black sees a win
	Bd		B		B	x	Black announces that nh4 can't be stopped,
	PP		PP	d	PP C		so why slow down the win with nh2?
	C		NC		N d		[He misses ne4 by sheer momentum.]
PPPK	N	PPPK		PPPK		y	The rook and Pg5, Ph5 aren't enough to draw
R		R		R		z	White: trade rooks, or promote a pawn.
							Black: keep White busy by opening files.

E 9/06/96 - GS-PL - Cg2 - 1. c4/d4 (= White's two first moves).  
Black falls behind in development, and falls ...

1 ... c5 dc qa5 Nc3 qc5 e4 qb3 Qf3 e5 Bd3 nh6 Nd5 bb4 Kd1 qa5

rnbqkbnr	rnb kbnr	rnb kbnr	rn5 kbnr	rnb kbnr	rnb kb r	rnb k r	rnb k r
dd dddd	dd dddd	dd dddd	dd dddd	dd d ddd	dd d ddd	dd d ddd	dd d ddd
			q		q		q n   q n   n
d	q P	q		d	d	Nd	q Nd
PP	P	P	PP	PP	PP	bP P	bP P
		N	N	N Q	NB Q	B Q	B Q
PP PCP	PP PCP	PP PCP	PP PCP	PP PCP	PP PCP	PP PCP	PP PCP
RNBQKBNR	RNBQKBNR	R BQKBNR	R BQKBNR	R B KBNR	R B K NR	R B K NR	R BK NR

9 Qg3 nc6 Qg7 rg8 Nf6 kd8 Ng8 ng8 Qg8 kc7 Qf7 kb6 Ne2 d6 h3 ka6

r b k r	r b k r	r bk r	r bk n	r b Q	r b	r b	r b
dd d ddd	dd d dQd	dd d dQd	dd d dQd	ddkd d d	dd d Q d	dd Q d	dd Q d
n n	n n	n N n	n	n	kn	knd	k nd
q Nd	q Nd	q d	q d	q d	q d	q d	q d
bP P	bP P	bP P	bP P	bP P	bP P	bP P	bP P
B Q	B	B	B	B	B	B	B P
PP PCP	PP PCP	PP PCP	PP PCP	PP PCP	PP PCP	PP NPCP	PP NPC
R BK NR	R BK NR	R BK NR	R BK NR	R BK NR	R BK NR	R BK R	R BK R

17 c5 b5 a4 dc5 ab5 kb6 Ra5 ka5 bc6 flag

```

-----
|r b      |r b      |r b      |r b      |r b      | After 10 Qg7, it may
|d   Q d|d   Q d|d   Q d|d   Q d|d   Q d| already be a win for
|k nd    |k n     |kn      |n       |P       | White
|qdP d   |qdd d   |qPd d   |kPd d   |k d d   |
| b P    |Pb P    |b P     |b P     |b P     |
| B P    |B P     |B P     |B P     |B P     |
|PP NPC  |P NPC   |P NPC   |P NPC   |P NPC   |
|R BK    |R BK    |R BK    |R BK    |R BK    |
-----

```

F 9/26/96 - GS-DM - Cg2 - 1. d4/e4 (= White's two first moves).  
Black uses the mate defense for an (over-)extended period.

1 ... h5 h4 g5s Bg5 f6 Bf4 Nh6 Be2 Ng4 Bg4 hg Qg4 Nc6 Ne2 b6

```

-----
|rnbqkbnr|rnbqkbnr|rnbqkbnr|rnbqkb r|rnbqkb r|rnbqkb r|r b qkb r|r b qkb r|
|d d d d d|d d d d d|d d d d d|d d d d d|d d d d d|d d d d d|d d d d d|d d d d d|
|          |          |          |d n      |d       |d       |n d     |dn d    |
|          |          |          |d       |d       |d       |        |        |
| PP      | PP P    | PP P    | PPB P   | PPBnP  | PPBdP  | PPBQP  | PPBQP  |
|          |          |          |          |          |          |          |          |
|PPP PCP |PPP PC  |PPP PC  |PPP PC  |PPP BPC |PPP PC  |PPP PC  |PPP NPC |
|RNBQKBNR|RNBQKBNR|RN QKBNR|RN QKBNR|RN QK NR|RN QK NR|RN K NR|RN K R |
-----

```

9 Nd2 ba6 c3 qc8 Qg6 kd8 h5 qb7 h6 bh6 Bh6 rg8 Bg7t be2 Ke2 qa6

```

-----
|r qkb r|r q kb r|r qk b r|r k b r|r k  r|r k  r|r k  r|r k  r|
|d d d d|d d d d|d d d d|d q d d d|d q d d d|d q d d d|d q d d d B|d d d d B|
|bdn d  |bdn d  |bdn dQ |bdn dQ |bdn dQb|bdn dQB|dn dQ  |qdn dQ  |
|          |          |          |P       |          |          |          |          |
| PPBQP  | PPBQP  | PPB P  | PPB    | PPB    | PP     | PP     | PP     |
|          | P       | P       | P       | P       | P       | P       | P       |
|PPPNNPC |PP NNPC |PP NNPC |PP NNPC |PP NNPC |PP NNPC |PP NbPC |PP NKPC |
|R K R   |R K R   |R K R   |R K R   |R K R   |R K R   |R K R   |R      |
-----

```

17 Ke3 qb5 b3 a5 a3 na7 c4 qc6 Rh8u b5 Rc1 qb6 c5 qc6 d5 qa6

---

r k r	r k r	r k r	r k r	r k rR	r k rR	r k rR	r k rR
d ddd B	ddd B	n ddd B	n ddd B	n ddd B	n ddd B	n ddd B	n ddd B
dn dQ	dn dQ	d dQ	dq dQ	q dQ	q dQ	q dQ	q dQ
q	dq	dq	d	dd	dd	ddP	ddPP
PP	PP	PP	PPP	PPP	PPP	PP	P
P K	PP K	PPP K	PP K	PP K	PP K	PP K	PP K
PP N PC	P N PC	N PC	N PC	N PC	N PC	N PC	N PC
R	R	R	R	R	R	R	R

---

25 Nf3 rb8 Ne5 b4 a4 nb5 Nf7 ke8 Nd6v kd8 Nb5 rb5 ab qb5 Bf6w rh8

---

r k rR	r k rR	r k rR	r k rR	r k rR	k rR	k rR	k r
n ddd B	n ddd B	ddd B	dddNB	ddd B	ddd B	ddd B	ddd
q dQ	q dQ	q dQ	q dQ	q N dQ	q dQ	dQ	BQ
ddPP	d PPN	dnPPN	dnPP	dnPP	drPP	dqPP	dqPP
P	d P	Pd P	Pd P	Pd P	Pd P	d P	d P
PP KN	PP K	P K	P K	P K	P K	P K	P K
PC	PC	PC	PC	PC	PC	PC	PC
R	R	R	R	R	R	R	R

---

33 Bh8 a4 Qh5 ab Qe2 qa4 Bb2x qa7 Qc4 qa8 Ra1 qb8 e5 d6y cd ed

---

k B	k B	k B	k	q k	q k	q k	q k
ddd	ddd	ddd	q ddd	ddd	ddd	d d	d
Q						d	d
qPP	qPP Q	PP	PP	PP	PP	PPP	PP
dd P	d P	qd P	d P	dQ P	dQ P	dQ	dQ
P K	d K	d K	d K	d K	d K	d K	d K
PC	PC	QPC	B QPC	B PC	B PC	B PC	B PC
R	R	R	R	R	R	R	R

---

41 e6 ke7 Qh4z 1-0

q	q		s	Black overplays opening the kingside.
d k	d k		t	The rook is keeping the bishop and queen busy.
dP	dP		u	Now the queen is available.
P	P		v	Squeezing Black is more satisfying than the rook.
dQ	d Q		w	Typical maneuver for stopping the mate defense.
d K	d K		x	Ooops. Rai won quickly.
B PC	B PC		y	At last Black must abandon the mate defense.
R	R		z	Black's queen is lost.

G 9/30/97 - GS-AR - Cg2 - 1. Nf3/h4 (= White's two first moves).  
Black gets overly frisky with his king, and a swinging knight mops up.

1 ... g5 hg nf6 d3 rg8 Nh4 b6 e4 Bb7 f4 e6 Nd2 h6 g6 fg .

rnbqkbnr	rnbqkb r	rnbqkbr	rnbqkbr	rn qkbr	rn qkbr	rn qkbr	rn qkbr
d8ddddd d	d8ddddd d	d8ddddd d	d dddd d	dbddddd d	dbdd d d	dbdd d d	dbdd d d
	n	n	d n	d n	d dn	d dn d	d dn dd
d	P	P	P	P	P	P	P
P			N	P N	PP N	PP N	PP N
N	N	P N	P	P	P	P	P
PPPPPPC	PPPPPPC	PPP PPC	PPP PPC	PPP PC	PPP C	PPPN C	PPPN C
RNBQKB R	RNBQKB R	R BQKB R	R BQKB R	R BQKB R	RNBQKB R	R BQKB R	R BQKB R

9 Be2 g5 Bh5 ke7 Ng6 kd6y Nc4 kc5 a4 kd4z c3 kc5 b4 kc6 Nce5 kd6

rn qkbr	rn q br	rn q br	rn q br	rn q br	rn q br	rn q br	r n q br
dbdd	dpddk	dbdd	dbdd	dbdd	dbdd	dbdd	dbdd
d dn d	d dn d	d kdnNd	d dnNd	d dnNd	d dnNd	dk dnNd	d kdnNd
d	dB	dB	k dB	dB	k dB	dB	N dB
PP N	PP N	PP	N PP	P NkPP	P N PP	PPN PP	PP PP
P	P	P	P	P	PP	PP	PP
PPPNB C	PPPN C	PPPN C	PPP C	PP C	P C	C	C
R BQK R	R BQK R	R BQK R	R BQK R	R BQK R	R BQK R	R BQK R	R BQK R

17 Nf7 kc6 Nd8 kd6 Nb7 kc6 Nd8 kd6 e5 kd5 Qf3 ne4 c4 kd4 Qe4 kc3

```

-----
|rn q br |rn N br |rn  br |rn N br |rn N br |rn N br |rn N br |rn N br |
|dbdd N |dbdd  |dNdd  |d dd  |d dd  |d dd  |d dd  |d dd  |
| dk dnNd| d kdnNd| dk dnNd| d kdnNd| d dnNd| d d Nd| d d Nd| d d Nd|
|      dB|      dB|      dB|      dB| kP dB| kP dB| P dB| P dB|
|PP PP |PP PP |PP PP |PP PP |PP P |PP nP |PPPknP |PPP QP |
| PP  | PP  | PP  | PP  | PP  | PP Q | P Q | kP  |
|      C |      C |      C |      C |      C |      C |      C |      C |
|R BQK R|R BQK R|R BQK R|R BQK R|R B K R|R B K R|R B K R|
-----

```

25 Qa8 nc6 Nc6 c6 Qf8 rf8 Nf8 mop y B missed a good shot: after  
 9 Be2 g5, Bh5 ke7, Ng6 kf7!  
 after which B finds a haven  
 at h8.  
 z If 13 .. ne4, Be3 kb5, c3 nc3,  
 e3 ke3, Rc1 kb4, Bd2 kc4,  
 N4e5 kd4, Be3 kc3, Qe2 kd4,  
 Qf2 kd5, Bf3 kd6, Bb7 wins.

H 9/10/99 - GS-AR - Cg2 - 1. f4/h4 (= White's two first moves).  
 Black is late in opening the g file.

1 ... b6 e4 bb7 d3 g6 Be2 f5 Bf3 nf6 e5 ng4 Bb7 nc6 Ba8 qa8

```

-----
|rnbqkbnr|rn qkbnr|rn qkbr |rn qkbnr|rn qkb r|rn qkb r|r qkb r|q kb r| |
|d d d d d d|d b d d d d d|d b d d d d|d b d d d d|d b d d d d|d b d d d d|
| d  | d  | d  d | d  d | d  nd | d  d | dn  d | dn  d |
|      |      |      |      |      |      | Pd  | Pd  | Pd  |
|      P P|      PP P|      PP P|      PP P|      PP P|      PnP|      PnP|      PnP|
|      |      | P  | P  | P B | P B | P  | P  |
|PPPPP C |PPPP C |PPP C |PPP B C |PPP C |PPP C |PPP C |PPP C |
|RNBQKBNR|RNBQKBNR|RNBQKBNR|RNBQKBNR|RNBQK NR|RNBQK NR|RNBQK NR|RNBQK NR|
-----

```



9 Nf3 nd4 Rh3 bg7 c3 nf3 qf3 c6 Ke2 h6 Be3 e6 d4 Ke7 Nd2 g5

```

-----
|q kb r|q k r|q k r|q k r|q k r|q k r|q r|q r|
|d ddd d|d ddd bd|d ddd bd|d dd bd|d dd b|d d b|d dk b|d dk b|
| d d | d d | d d | dd d | dd dd| dd d dd| dd d dd| dd d d|
| Pd | Pd | Pd | Pd | Pd | Pd | Pd | Pdd |
| n PNP| n PNP| PNP| PNP| PNP| PNP| P PNP| P PNP|
| P N | P N R| PP n R| P Q R| PP Q R| PPBQ R| P BQ R| P BQ R|
|PPP C |PPP C |PP C |PPP C |PP K C |PP K C |PP K C |PP NK C |
|RNBQK R|RNBQK |RNBQK |RNB K |RNB |RN |RN |R |
-----

```

17 hg hg fg qg8 Rah1 bh6 Qg4 fg Rh6 rh6 Rh6 g3 Nf3 c5 g6 cd

```

-----
|q r| qr| qr| qr| q | q | q | q |
|d dk b|d dk b|d dk |d dk |d dk |d dk |d dk |d dk |
| dd d | dd d | dd d b| dd d b| dd d r| dd d R| d d R| d d PR|
| Pdd | PdP | PdP | P P | P P | P P | d P P | P |
| P PN | P N | P N | P d | P d | P | P | d |
| P BQ R| P BQ R| P BQ R| P B R| P B | P B d | P BNd | P BNd |
|PP K C |PP NK C |PP NK C |PP NK C |PP NK C |PP NK C |PP K C |PP K C |
|R |R | R| R| R| | | |
-----

```

25 Bg5 ke8 Bf6 1-0

----- Until the last move, the game was still on the line.  
 | k q | k q | If carelessly 26. cd instead, d5 draws for Black.  
 |d d |d d | E.g., 26 cd d5, ed kd7, Bf4 Qf8, Rh7 kb5, Bf3 qf5, Rc7  
 | d d PR| d dBPR| kb5, 32. f7 qe4 draws: Kdx qg6 0-1; Kf1 qb1, Ne1 qe4 =;  
 | P B | P | Kf2 qb1, Nx qe4 =; Kf2 qb1, Ke2 qh1 0-1. Indeed any  
 | d | d | move But 32 ... qe4 loses. E.g., 32 ... qb1, g8=Q qh1,  
 | P Nd | P Nd | 34 Qe8 wins: one tale is 34 Qe8 ka6, Qc8 kb5, Ba1  
 |PP K C |PP K C | kb3, Rc3 ka2, Qc4 kb1, Rc1 kb2, Rc2 ka3, Bb4 ka4,  
 | | | Bd2 ka3, Rc3 kb2, Qb4 ka2, Qa3 kb1, 46 Rc1 1-0.

-----  
 If Black avoids check with the a-Pawn he lasts longer:

34 Qe8 ka6, Qc8 ka5, Be1 ka4, Rc4 kb5, Rb4 ka5, Rb3 ka4, Ra3 kb5,  
 Qd7 kc4, Qe6 kb5, Qd7 kc4; Ra4 kd5, Qb7 ke6, d5 kf5, Qd7 kg6,  
 Rg4 kf6, Rf4 kg6, Qf7 kh6, Rh4 1-0, captures Black queen move 52.

Can White mate quickly?

-----  
 |           | When time is running out, White needs a mate, not a mop.  
 | d Q       | A quick mate follows Qe7 kh6, Nf5: a] kh5, Qh7 kf5, Qh6  
 | d         | or b] kg6, Qg7. If Qe7 kh5, Qf7 a] kh6, Nf5 kg5, Qf6 or  
 | PP k | b] kh4 or kg5, Qf6 or c] ng6, Qg6.  
 | b n N |  
 |       P |  
 | r   PCK |  
RR

-----  
 The Curious Case of the Cloistered Cappy

-----  
r	It might seem that White is lost on the left, with	
	so many lines open and the cappy moved. Yet Nh2	
	draws. After ke1, Bf3 rb3, Kg2 rb2, Kg1 rf2, Bg4	
	rf8, Kg2 rg8, Nf3 ke2, Nh2 etc. And Ke2, Bf3 ke3,	
	kg2 is no better. After rg8, Bf3 kd2, Ng4 rb8,	N
NC	Kf2 rb2, Kf1 we arrive at titled CCCC position	BC
	on the right. Not only is the cappy cloistered,	r k
k KB	but so is the bishop: neither has to move again.	K
 -----

Pawn Ending

Black to move wins, but not with kg3, Kh7 kf3, Kg6 ke3,  
 Kf5 kd3, Kf4 kc3, Ke3 kb3, Kd3 ka3, Kc3 ka2, Kc2 a3,  
 Ch7, =. The win is to force Ch7 before capturing ka3:  
 K d | kg4, Kh7 kf5, Kg7 kg5, Kh7 kf6, Kg8 kg6, Ch7; then  
 C | White has no tempo move after a3 above, so loses.  
 | White to move can draw only if he gains the opposition,  
 | d | Kh7 kh4, Kh8 kg4, Kg8 kf4, Kf8 ke4, then switch tactics  
 | p | k | to box in the king: Kg7! kd4, Kf6 kc4, Ke5 kb4, Kd4, box.  
 | Note Kg8 was mandatory, else Black takes the opposition.  
Forcing Ch7 costs the opposition, so this position, but
 with the Kingside shifted down one square, is a draw.

After the "opening" e4-nc3 e5, nf3 f6, ne5 e5, Qh5 ke7, Qe5 kf7, Bc4 kg6,  
 ----- Qf5 kh6, d4 g5, h4 kg7, Qf7 kh6, Bg5 qg5, g5 kg5 we arrive at:  
 |rnb bnr| Rh5 kg4, Rh4 kh4 [kg5, Qf5 kh4, Cf3], Qf5 bd6 [mate in 6].  
 |dddd Q d| f4 kg4, Qf5 kg3, O-O any, Rf3 any, Cg3 [mate in 5].  
 | | Rh5 kg4, Qe8 [or Qg6!] any, Be2 kf4, Cg3 [mate in 4].  
 | k | With the Pf2 and Cg2 switched,  
 | Bdd | Rh5 kg4, Ne2 bb4, Kf1 any, Cf3 [mate in 4].  
 | N | Other tempting lines, which allow Black to "escape":  
 |PPP PC | After f4 kg4, kf2 nf6, Be2 kf4, Rh5 rg8, Black escapes.  
 |R K R| After e5 h5, Black escapes.  
 -----

Almost a win for White

2 Rg3 rh2

	k		Black is to move in the following position.		k	
			It is easy to see that if Black can trade			
	PC		his rook for the pawn, the game is drawn;		PC	
	K		if the cappy were on the fifth rank White		K	
	B		could mate, but he has been forced to the		B	
	R		sixth rank for safety. After 1. ... rg2		R	
r			2. Rg3 rh2, how is White to continue? Black		r	
			threatens rh7-g7-g6. Call this position A.	A.		

After 3 Rc3! rh7, Rc7 rh5+ we have position B (shown later).  
 To see how White can lose, consider instead

3 Rc3 rg2 f7+ kf8 Rc8+ kg7 Be5+ kh6 f8=Q kh5 0-1

	k		k		R		R		R		Q		Rc8+ was the losing move.
			P		Pk		P						Had Black played 4 ... kh8
	PC		C		C		Ck		C				then Rh3+/Be5+/Rh8+/f8=Q+
	K		K		K		BK		BK		k		1-0. After 4 ... kg7
	B		B		B								[or 4. ... kf8, Bd6+ kg7],
	R		R										Be5+ kh6 [kf8, Rc8+ ke7,
	r		r		r		r		r				f8=Q+ kd7, Qd6 1-0] we
													arrive at the following.

Be5+ kh6		Rg3 rh2 Rc7 rh5+ Bg3 kg7 Bf4 kg7			
-----		-----			
		The obvious 6. f8=Q+		k	k
	P	only draws(!): kh5			R
	Ck	then 7. Bg3 rf2+ =,		PC	PC
	BK	or 7. Rg3 rxg3 =.		K	K r
		Tries for 1-0 are		B	B
	R	6. Bg3 kg7 (C) and		R	R B
	r	6. Rg3 rf2+ forcing		r	r
		7. Bf4+ kg7 (D).		A.	B.
-----		-----			
				C.	D.

What is the value of positions A-D? Subsequent positions can be complex. Starting from A, 3 f7+ kf8, Ke6 rh7? [rh6 =], Bd6+ kg7, 6 f8=R rh6, Rf7+ kg8 = [not kh8, Be5+ kg8, Rg7+ kf8, Rf3+ ke8, Re7+ kd8, Rd3+ kc8, Rc7+ kb8, Rh7+ 1-0 wins with the swinging rook]. If instead of 6 ... rh6 Black tries (eg) rh1, then Rf7+ kg8, Be5 yields position E.

after 8 Be5			Rgh3 rf1	
-----			-----	
	k	Black must vacate the h file as		k
	R	Rg7+ kh8, Rh7++ wins the rook, and		R
	K C	Rg7+ kf8, Rf3+ yields the swinging		K C
	B	rook as above. 8 ... re1 sets the		B
		trap Rh3 re5+, Ke5 stalemate.		
	R	Then 9 Rg7+ kh8, Rh7+ kg8, Rgh3		R
		threatens the swinging rook, but		
E.	r	11 ... rf1 seems to foil that plan.	F.	r

Starting from B, Bg5 rh1 almost loses to f7+. Note ... kg7, Bf6+ kh6 [kf8? g7 mate], f8=Q+ kh5, Qe8 1-0. [If Rc7 is on c8, then after Qe8: rf1, Ke6 re1, Be5 rg1! Black draws.] Or ... kf8, Be7+ kg7, Bf6+ ditto. But ... kh8!, Rc8+ kf7, Be5+ etc. With White to move after Bg5 kx8, is there a file x so that White can force a win with the bishop pinned?

	k		k				k				k	
	R		R P		R Pk		R P		R Pkr		R P	
	PC		C		C		C		C		C	
	KBr		KBr		KBr		KBr		KB		KB	
	*		A.		B.		C.		D.		E.	
											r	

From \*, all Black rook moves lose, so: 1. Ra7 kf8 or h8 threatens rh1, so: 2. f7 ? . The question is with Black to move, from which positions A,B,C can Black safely move the rook? \* or A none; B rh7; C rh1,rh2,rh3.

\*: rh8, f7+ kg7, Bf6+ kf8, g7m 1-0.

rh1, f7+ kf8, Be7+ kg7, Bf6+ kh3 [kf8, g7], f8=Q+ kh5, Qe8 rc1+,

Ke6 re1+, Be5 rg1, Rh7+ 1-0. Note if instead of Be7+, Rc8+ =.

A: rh8, Rc8+ 1-0. rh1 see \*.

rh7, Rc8+ kg7, Bf6+ kh6, Rh8 kh5, Bg7 1-0.

B: rh8 or rh1 see \*. rh7 is position D.

C: rh7, Rc8+ kg7, Bf6+ see \*.

rh6, Rc8+ 1-0. rh1 is position E.

There appears to be no win for White from the initial position.

The following position presents unusual complications, where P,C,P are on the 4th rank. Black to move can draw with 1. .. kd4 2. Kg6 kc4 3. h5 kd3 4. h6 c4 5. h7 c3 6. h8=Q c2, since later, with kb1, Qb3 is answered by ka1, a textbook maneuver. Can Black win?

| . . . . | Instead, B can try 1. .. kf4 2. Cg5 kf5. Now W must lose  
| | the h-pawn or the cappy: 3. Kh6 kg4 4. h5 kf5 5. Cg6 kf6  
| d K | 6. Kh7 kg5 7. h6 kf6 8. Cg7 kf7 9. Kh8 kg6 10. h7 kf7 0-1.

| P k CP | But W can draw if at move 4 he abandons the Ph4: 1 ..kf4  
----- 2. Cg5 kf5 3. Kh6 kg4 4. Kg6 kh4 5. Kf5 kg3 6. Cg6!

abcdefgh After kf3, Cg7; after kh4, Kf4; after kh3, Kg5. Draw.

W had just enough cappy moves left to buy the opposition.

With the c-pawns on c5,c6 then White can "spend" Cg7 early and draw with 3. Cg6 kf4 4. Cg7 kf5 5. Kh6 kg4 6. Kg6 kh4 7. Kf6! (if kh5 8. Kf5, if kg4 8. Kg6) as he seizes triangular opposition.

The Black try 1. .. kf4 2. Cg5 kg3 only draws after 3. Kg6 kh4 4. Kf5 kg3 5. Cg6 as above. But note that if the Kingside position is advanced one rank up the board, then the same maneuver wins for Black: 1. .. kf5 2. Cg6 kg4 3. Kg7 kh5 4. Kf6 kg4 5. Cg7 kf4, and Black, having the opposition, wins White's pawn no matter where on the c-file it is blockaded.

---

### Pawn + Cappy

When do P+C win? The only cases of interest are Cf-h and Pb-g, as can't mate with Ce or promote with Pa,Ph. Let the C,P be on rank i,  $1 < i < 7$ , separated by j files [ $j=0$  was P6 above], and the K,k be in opposition, between the C,P on ranks i-1 and i+1 with Black to move. Aside from P6, the only cases which win are  $j=1, i < 6$ ;  $j=2$ ; and  $j=3, i=6$ .

The surprises are: White to move doesn't help, and  $j=3, i=5$  is a draw.

$j=1, i=6$  is a draw as | xkx | is a draw with White to move.  
| xxx |

[K any, k attacks P; | PKC | K defends, k straight back, etc.]  
[ $j=3, i=6$  wins as Black must approach P from the 8th, and White can select the tempo, and so promote without moving the cappy]

---

Single column problem. Find B move which enables W mate-in-2.  
f-file: W Qf1, Kf6. B: Bf5, Kf8. Sol: Bh7 Qh3. D. Monn 2005

---

Keep your King on the pink squares.

Make a house with your pawns and your King will be safe inside.  
Is that a free Pawn?

1/16/98 PL-GS NOT CAPPY

e4 c5, Bc4 Nc6, b3 e6, Bb2 Nf6, e5 Nd5, Qf3 N5e7, Nh3 Ng6,  
Qg3 Qc7, f4 d6, ed Bd6, O-O a6, Bg7 Rg8, Bc3? b5, Bd3 Bb7,  
Bg6 Rg6, Qh4 Ne7, Rf2 Qc6, Qh7 OOO, Qf7 Rg2, Kf1 Rf2, Kf2 Qg2,  
Ke3 Nd5, Kd3 Nf4, Ke3 Qe2 mate.

---

— — — — —

• • • • •

— — — — —

— — — — —

1000 1000 1000 1000 1000 1000 1000 1000 1000 1000

From B) the win is 6. Ne5 rc5 7. e7 rd5 8. e8=Q rd8 9. Ke7 rxQ  
10. KxR then the K+N win the a,b,c pawns and promotes a pawn.

\_\_\_\_\_

```

-----
|k      | How does White win this game? Kf8 ra1, f7 ra6 only draws.
|ddd P K| Idea 1: Masking the e-pawn with the N doesn't seem to work:
|   PC  | Nh5-Nf7-Nd8-Kf7 rh1, 1. e8=Q rh6 2. Nb7 kb7 3. Qe4 c6 is
|   R   | only a draw! Or 3. Qb5 kc8, Qa6 kd8 =. Or 3. Rb5 ka6 =.
|   N   | Idea 2: Trade the e7 and R at h8 for r: Rh5 rg1, Rh4 ra1.
|       | f7? ra5 wins; Rh5 rg1 repeats; Ne5 rg1, Rg4 rh1 stops f7.
|       | Idea 3: Re5 rg1, Re4 ra1, f7 ra6, Nf6 and Rg4 wins quickly
|   r   | with e8=N then soon f8=Q.
|       | Idea 4: f7 re7, Nf6 rf7, Kf7 wins by a slimmer margin.
|       | -----
|   r   | A typical escape by White
|rd k d | After 1. Nf1, Black wins quickly with rg8, threatening both
|   d   | bd2 and bh7. Instead he took the direct approach bh7:
|d d n | Nf1 bh7, Rd2 nf4, Cg3 nh5, Bh5 h5, Rd5 ke6, f4 ef, Cf4 rg8,
|P Pb P| Ne3 raa8, Kf2 rac8, Rhd1 rcf8, Re5 kf7, Rf5 Kg7, Rdd5 kh8,
| P B  | Rf8 rf8, Rf5 rd8, Nd5 rg8, Nf6 rc8, Rh5 rc7, Ra5 rg7,
| P N PC| Na5 kg6, Kf3 flag.
| RK R |
-----

```

#### Mating with double check

```

-----
|       | Minimum material seems to be N,B,R,R,C vs p. |m. next |
|       | With room to maneuver [cappy on ranks 3-5, | B      |
| R     | files e or f], White mates by blockading the | R N    |
|   kdK| Black pawn on an adjacent file with the N on |   kdK  |
|   N  | a color opposite that of the bishop, forces |       |
|   C  | the pawn to advance to the N, places his   | C      |
|       | king next to the pawn, and hems the Black  |       |
| BR   | king into two squares as on the left. Then | R      |
|       | -----
|       | the mate is Ba5 kf4, Bc7 kf5, Nf6 g4, Cg5.

```

We compress the above position to the next diagram. \*kdK  
The central bishop diagonal has been marked with \*'s. B \*N  
The other rook is on any square marked "x" or "." C\*  
For the notation that follows, C is on f5. 1. B

1. R \*

After kf6, it takes a while to hem in the king:  
Re8 kg5, Re5 kh5, Bc7 kg5, Rh4 kf6, Rg4 kf7, Rf4 kf6, Bd8 kf7,  
Re7 kf6, Re6 kf7, Ne5 kf8, Nd7 kf7, Re5 mates next. Position 1.  
[After pg5 it's Cg6 en passant, double check, cappy mate. Nice.]



R | Here the cappy is on h2-h5. With Ch5:  
 BKdk| Bd6 kh6, Bf4 kh7, Nh8 mates next.  
 N | Position 2.  
 C|  
 2. R|

K	Here the cappy is on g2-g4. With Cg4:	K		R
R	Bc5 kg5, Be3 kg6, Ng7 mates next.	R		K kd
B dk	This also works with ph, near right.	B kd		B N
N	kg5, Bc7 kh4, Bb6 kg5, Bd8 kg6, Ng7.	N		C
C	With Cg5, ph7 we begin from far right:	C		R
R	Bd7 kg6, Bc8 kg7, Rf5 kh8, Bc6 kg7,	R		
3.	Be4 kh8, Rf8 kg7, Nf7 mates next.	4.		
				15.

The case Cg5, pf7 seems to require more material.

Summary: Cases are listed at the cappy location, except "5" means  
 5 with ph7, open question with pf7. And, "7" means 3 if  
 pf, 4 if ph.  
 1152|  
 1172|  
 1172|  
 1172|

0:B| Always: K is on x or y (or ...) and :B means Black to move.  
 d | It would seem that White wins, even though to win he must  
 | promote one Pawn without losing the other, as W+eC = draw.  
 k | It is easier to maneuver the White King behind the Pawns than  
 P C | it is for the Black King to maneuver in front of the Pawns.  
 y P | But a close look suggests the position is a draw. We pose  
 | it as a three Pawn problem in which a Pawn may not promote,  
 | and Black draws if he captures any Pawn.  
 Claim: with W to move, b5 b6 is always worse for White.

All positions are drawn, since the best W can do is reach another.

1:B	2:B	3:W	4:W
d	d	d	d
	k	k	k
k P	P	P	P
P P	P P	P P	P i Pj
xy	wxyzr	wxyzr	
	stuv	stuv	

In 1: Kx or Ky, kd6=3.

In 2: ke5 forces 1 (Kz loses b4).

In 3: Kc4 ke5 forces 1, Kd4 ke6=4i, Kf4 ke6=4j, K other is 2.

In 4: e5,g6 lose a Pawn, Kany ke5 forces 1.

5:W	6:W	7:W	8:W	9:W
d	d	d	d	d
k			k	k
	k	k		
P P P	P P P	P P	P KP	P PK
xyz	K	K P	P	P

In 5: Kd4 kg6 or Kf4 kd6 force Ke3, then ke5=6.

In 6: Kany loses a Pawn, and g5=1.

In 7: g4 ke6=5, Kd3=0.

In 8: e5 kf5 loses g Pawn, g4 kf6 Ke3 ke5=6.

In 9: e5 kd5 loses b Pawn, g4 kd6 Ke3 ke5=6.

From 0: kd6 Kd4 ke6=8, or kf6 Kf4 ke6=9, or kf6 Kd4 ke6=8. Draw.

```

-----
|      k | What is the outcome with White to move?
| R      | Ne7 kh8, g7 kh7, g8=B kh8, Ng6 kg8, h7 is mate.
|      PC| [so for example, if rook is on f7 not b7, 1-0]
|      NK| Ne7 kf8, g7 ke8?, g8=R kf7, Ng6 ke6, Nf4 kd6, Rg6 kc5,
|      | Rb2 rh1, Nh5 Rh5 =.
|      |
|      |
| d      |
| r      |
|      |
-----

```

```

RR
RR c7 d7 e7 f7 g7
c6 d6 e6 f6 g6 CC
c5 d5 e5 f5 KK
c4 d4 e4 NN g4
c3 d3 e3 f3 g3
pp c2 d2 e2 f2 g2
rr

```

```

c2 fork square b4 d4 e3 e1
from/forks c6 d5 d3 e6 f5 f3

```

```

-----
|      | What is the outcome? Black to move wins: kd5, Ke3 kc4,
| d      | Ke4 b5, d5 b4, d6 b3, d7 b2, d8=Q b1=q,
| k      |
|      |
| P      |
|      K |
|      PC|
|      |
|      |
-----

```

```

-----
1-0. How?
-----
| * * * * | With W to move, a6 seems to win as B is in Zugswang.
| * k * * | But it's Black's move, and after kb7, what? 1. Bd3,
| * * C * | ka7 or kc7? ka7, 2 Kb5 kb7, 3 Be4 kc7, 4 Kc5 kd7,
| P K * B * | 5 Kd5 kc7, 6 Ke6 kb8, 7 Kd6 ka7, 8 Kc5 ka6, 9 Kb4
| * * * * | ka7, 10 Kb5 kb8, 11 Kb6 kc8, 12 Bc5 wins. And kc7,
| * * * * | 1 Be4 is a faster version of the above. Endgames
| * * * * | like this aren't in the chess literature. Note
| d * * * | kp7, 1 Bd3 kc7, 2. a6 kd7, 3. Bc5 kc7 is a draw,
| * * * * | as both the cappy and a-pawn are weak.
| * * * * |
| * * * * |
-----

```

-----		What is the outcome with White to move?	-----	
	B	It appears White may have enough to force		B
r		a position as on the right, which wins.		
	N C			RC
	P			P
	RK			
			r	NK
	k			k
-----			-----	

Draw	B wins	W wins	Can W win?
-----			
			k
	d	d	d d ddd
			d b
R	Pk	k	nP r P
k PC	PC	PC	P NB
r			P R PC
k	k	k	K R
-----			

[It once occurred to the Cappy players that White had earlier made an illegal move (possibly the best move for that position!). The net result has been that Black on occasion uses extra time checking that the last White move was kosher.]

Found by Jack Rogers 7/6/97 on a Stash Earl Grey Tea wrapper:  
 "There are few hours in life more agreeable than the hour  
 dedicated to the ceremony known as afternoon tea." Henry James

Qe8 almost wins, but Black has a narrow path to a draw.

```

-----
|           Q           |
| d d                 |
|           R           |
| k d d P             |
|           C           |
| P P P r             |
| P P                 |
| K                     |
-----

```

```

-----
Qe8 kc4  Qa4 kd3  Qd1 kc4  b3 kb5  a4 ka5  b4 b4  b4 kb4  Qe1 1-0
                        ke3  Qe1 .  Qg3 .  Rg5 1-0
                        ke4  Qh1 kd3  Qf1 ke4  Qf4 1-0
Qe8 ka5  b4 b4  b4 kb4  Qf8 kb5  Qe8 ka5  Qd8 ka4  Qd7 ka3  Qe7 ka4
Qd7 ka3  Qd6 ka4  Qd7 ka3 =
-----

```

B1 6/11/91 GS-DR Cg2

d/e4 e5, de Nc6, Bf4 Ne7, Bg3 Ng6, Nf3 Bc5, h4 O-O, h5 Nge7,  
Bc4 d6, ed cd, Nbd2 Bg4, c3 Ne5, Be2 N7c6, Ne5 Ne5, Bg4 Nd3,

Kf1 Qf6, Qf3 Nb2, Qf6 gf, Be2 Na4, Rc1 Kh8, Bh4 h6, Bf6 Kh7,  
Bd3 Rae8, Rh3 Re6, e5 Kg8, Ne4 de, Rg3 Kh7, Nc5 e4, Ne6 fe,  
Rg7 Kg8, Rf7 Kg8, Rf8 Kf8 1-0. Black pieces get snarled up.

G1 4/15/98 GS-AR Cg2

e/h4 g5, hg nf6, e5 nd5, d4 h6, g6 fg, Bd3 rg8, Qg4 h5,  
Rh5 gh, Qg8 np4, Nf3 b6, Nc3 bb7, Ne4 nc6, Bh6 nd3, cd a5,  
Bf8 ra6, Qh8 qa8, Bh6 kf7, Nfg5 kg6, Qg7 kf5, Qf7 kg4, Qf3 kh4,  
g3 mate.

9/11/?? GS-AR Cg2 early game

d4/Nc3 d5, h4 h5, Nf3 Nc6, Bf4 e6, e3 Bd6, Ne5 f6, Ng6 Rh7,  
Be2 f4, ef4 Nce7, Bh5 Rh5, Qh5 Ng6, Qg6 Kf8, O-O-O ne7,  
Qh7 Qe8, h5 e5, fe5 Bf5, h8 Ng8, Rde1 Qf7, f6 Qf6, f4 Be4,  
Ne4 Qf4, Nd2 Re8, Ref1 Re1, Re1 Qf2, Rhf1 c3, Qg8 g8, Rf2 1-0.