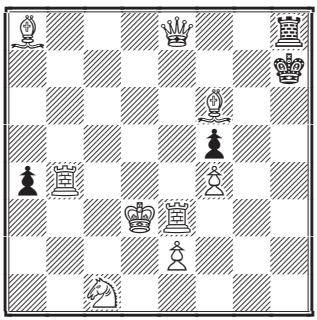

Selfmate in 47 moves without making a capture

CHESS PROBLEMS

by F. W. Martindale

[*1872*]

An Electronic Edition
Anders Thulin, Malmö · 2009-07-19

PREFACE

In presenting to the Chess World the following Problems by our young friend, we desire to say: Frank W. Martindale was born Dec. 27th 1854, in Peterborough, N.Y., where he has resided ever since.

He commenced composing Chess problems in January, 1871, having learned the moves from Agnel's Book on Chess. Would that his little Book of Problems might stimulate others to the pure and invigorating mental treat Caissa ever offers her votaries!

O. A. Brownson, Jr.
Dubuque, Sept. 14th. 1872

PREFACE TO ELECTRONIC EDITION

This edition of Martindale's *Chess Problems* is based on the original edition, published by O. A. Brownson, Jr., Dubuque, Iowa.

The main change from the original edition is that solutions have been converted from descriptive to to algebraic notation as far as it was possible. It should perhaps be noted that the origial edition did use the letter 'S' to indicate knight moves.

One problem has been modified. The original setting of problem 86 did not have a solution. However, as it seemed very probable that a white pawn had been omitted from the diagram, it has been added back in.

All problems up to four moves have been computer-tested for soundness, using Heiner Marxen's program *chest*. Any discovered errors have been indicated, in brackets, in the stipulation: [*] indicates a problem that allows many solutions, [†] no solution, [§] a problem with short solution(s), and [?] some other error. Further details are given, also in brackets, in the solution.

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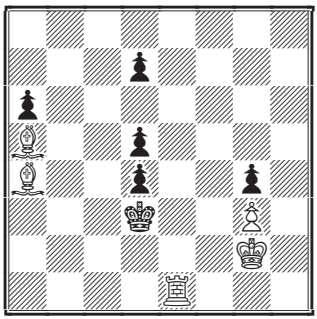
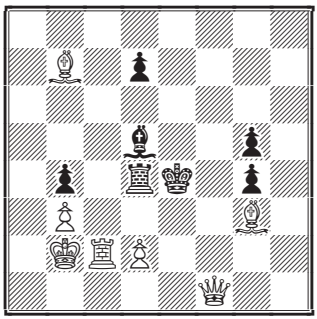


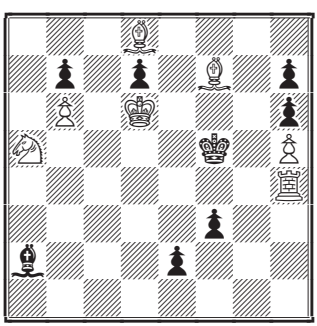
Mate in 4 moves

2.



Mate in 3 moves

3.



Mate in 3 moves [†]

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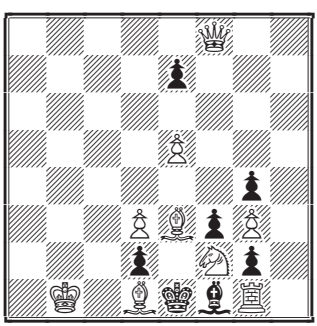
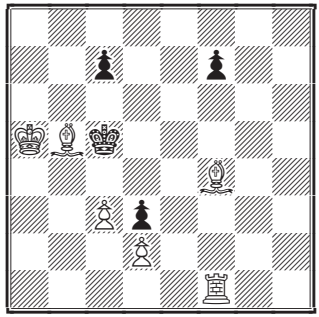


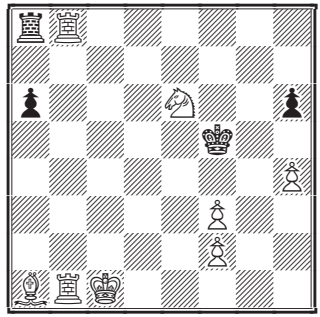
Mate in 3 moves

5.



Mate in 3 moves

6.



Mate in 3 moves

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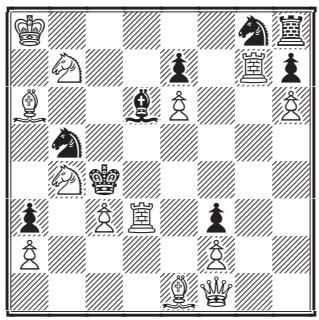
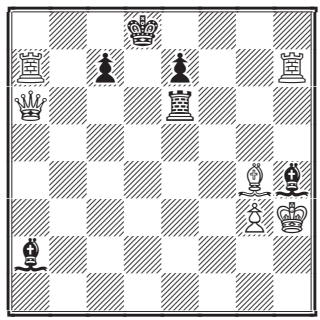


Selfmate in 4 moves

8.



Mate in 2 moves [*]

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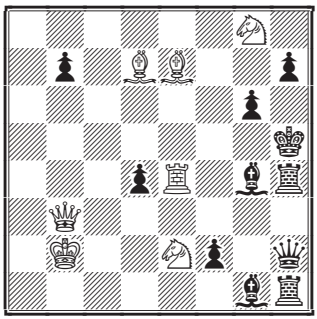

Mate in 2 moves

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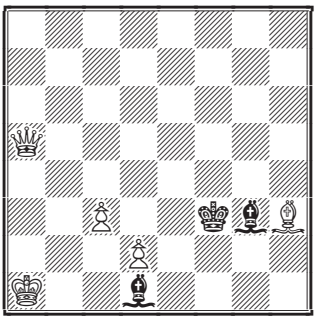
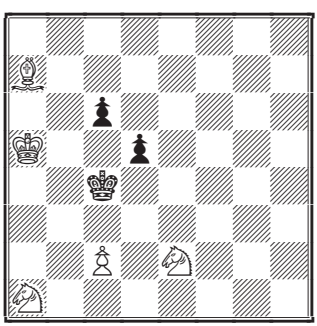


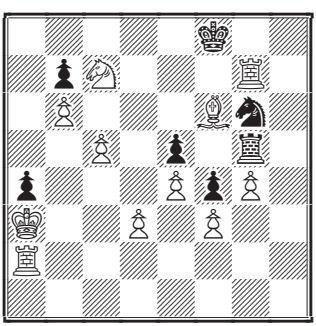
Mate in 2 moves

11.



Mate in 4 moves

12.



Mate in 3 moves

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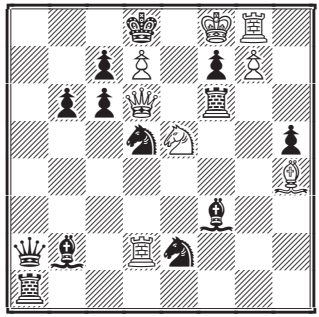

Selfmate in 3 moves [§]

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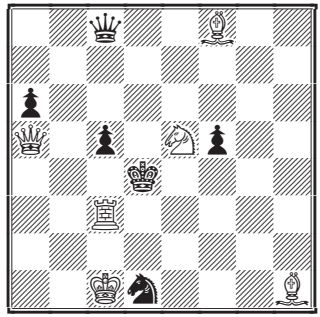

Mate in 2 moves

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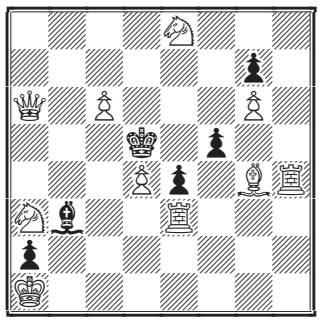

Mate in 2 moves

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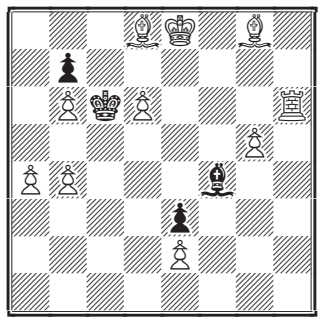

Mate in 3 moves

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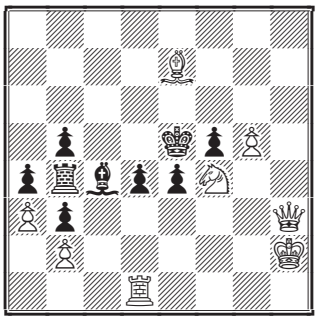

Mate in 2 moves

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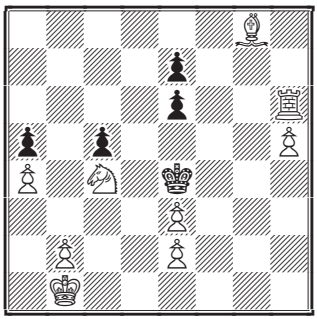

Mate in 3 moves

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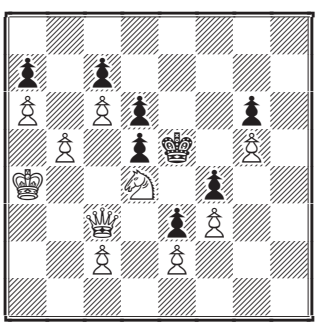

Mate in 3 moves [†]

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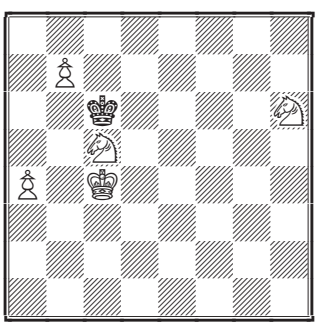

Mate in 5 moves [*]

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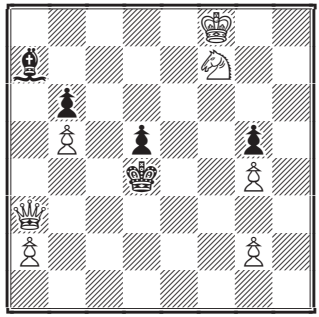
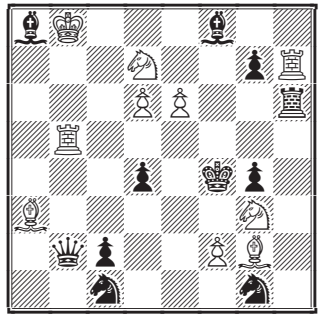


Mate in 4 moves

22.



Mate in 2 moves

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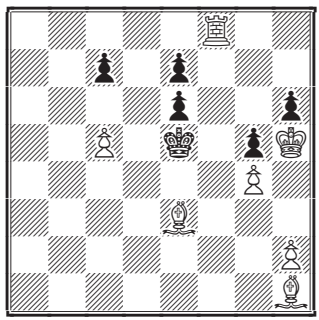

Mate in 3 moves

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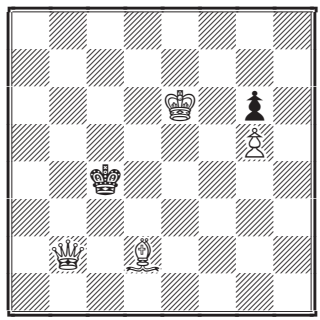

Mate in 3 moves

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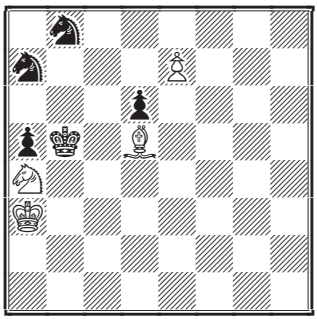

Mate in 2 moves

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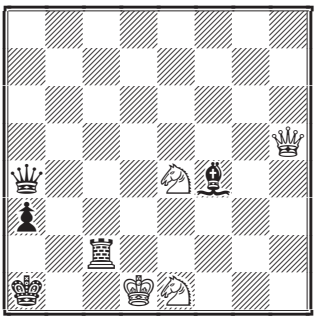

Black selfmates in 5 moves

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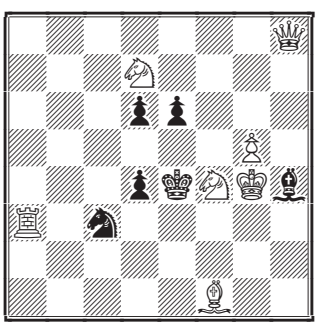

Mate in 2 moves

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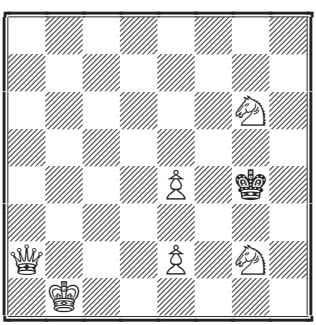

Mate in 3 moves

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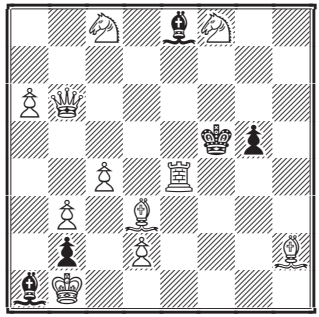
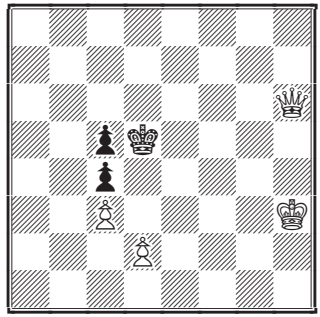


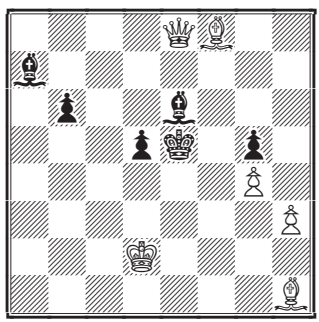
Selfmate in 9 moves

30.



Mate in 4 moves

31.



Mate in 3 moves

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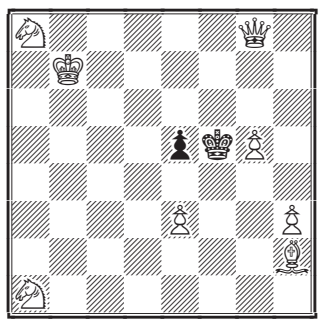

Mate in 3 moves

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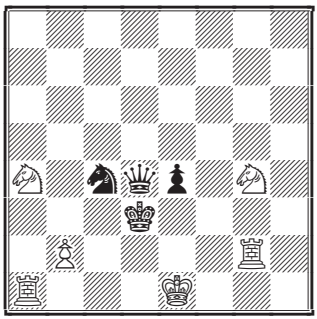

Selfmate in 2 moves

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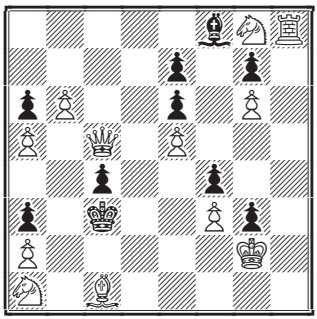

Mate in 3 moves

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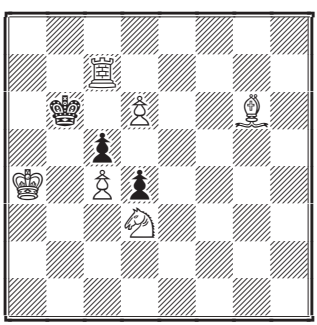

Mate in 3 moves

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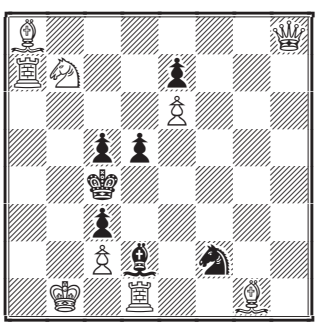

Mate in 2 moves

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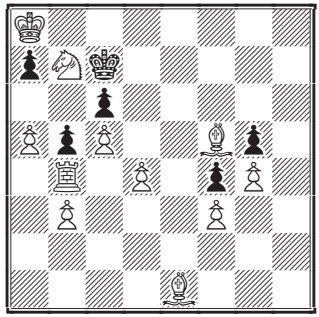

Mate in 4 moves

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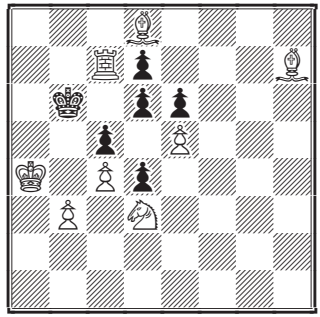

Mate in 3 moves [*]

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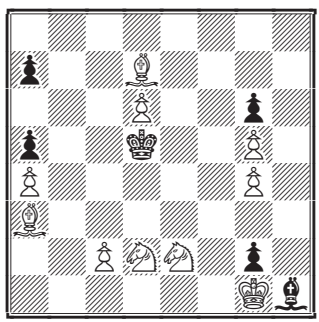

Mate in 3 moves

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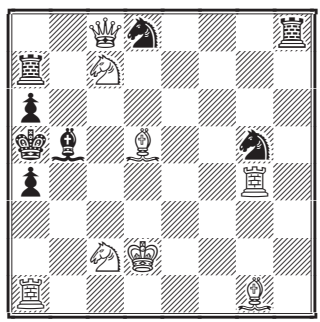

Mate in 3 moves

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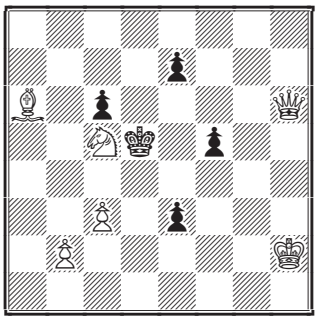

Mate in 3 moves [*]

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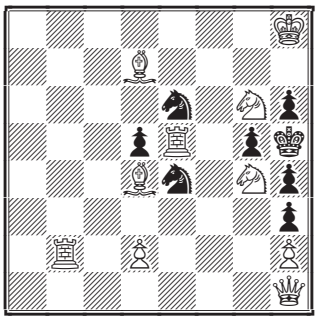

Mate in 2 moves

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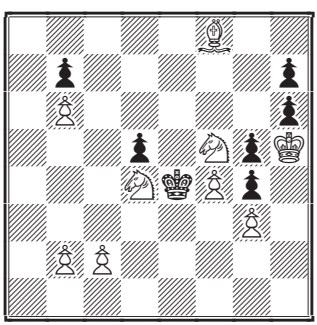
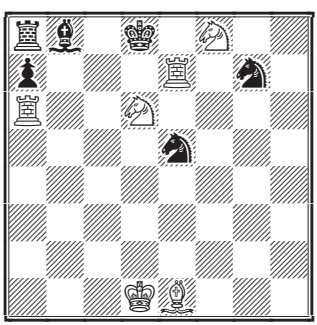


Mate in 9 moves

44.



Mate in 2 moves

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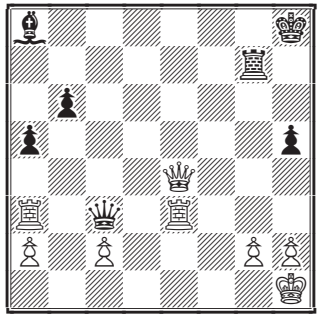
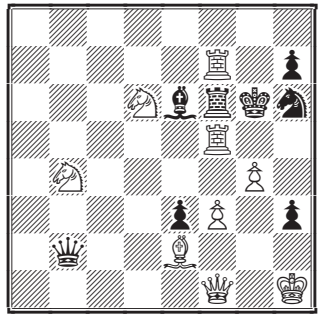


Black to play and draw

46.



Mate in 4 moves

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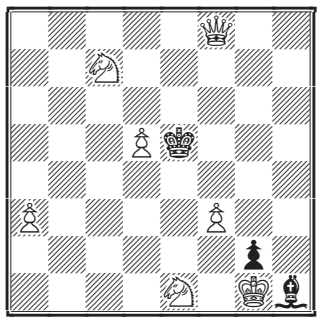
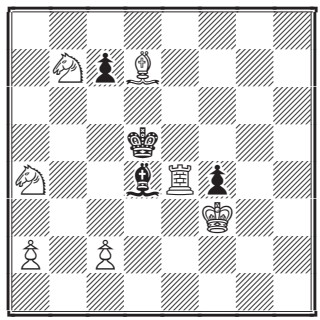


Mate in 3 moves

48.



Mate in 2 moves

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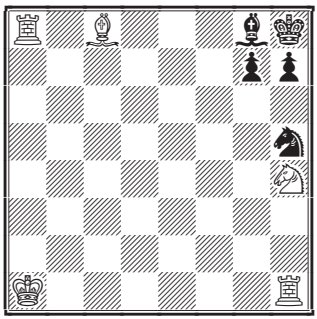

Mate in 3 moves

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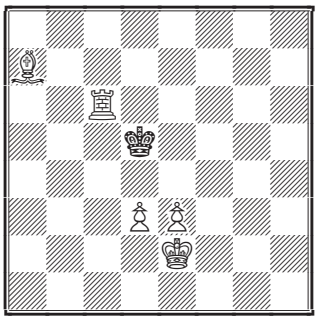
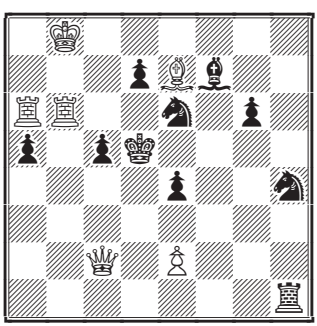


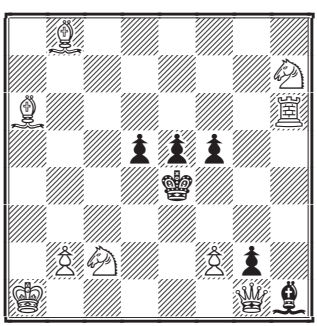
Mate in 3 moves

51.



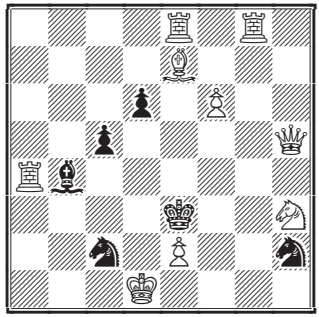
Mate in 3 moves [†]

52.



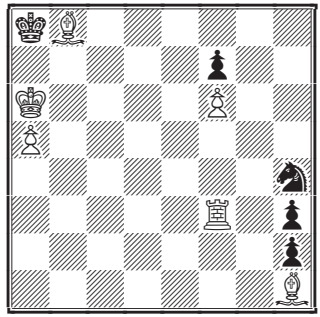
Mate in 2 moves

53.



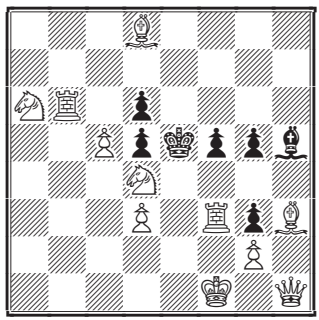
Mate in 2 moves [*]

54.



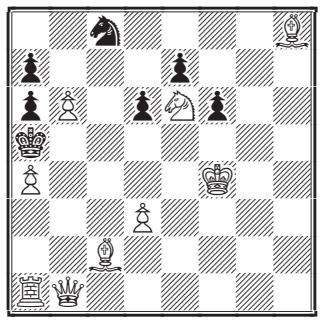
Mate in 3 moves

55.



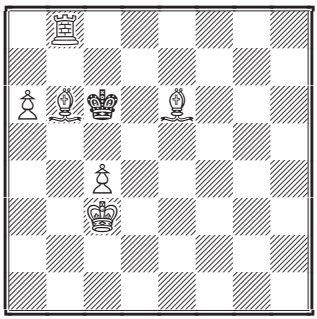
Mate in 2 moves

56.



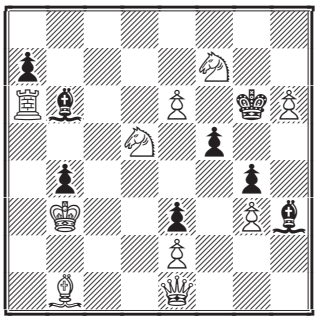
Mate in 2 moves

57.



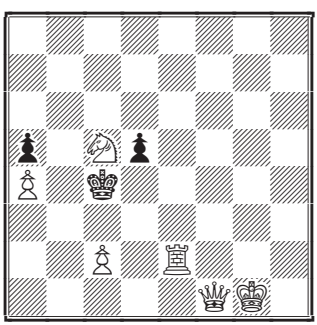
Mate in 3 moves

58.



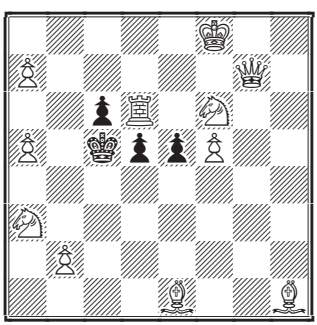
Mate in 3 moves

59.



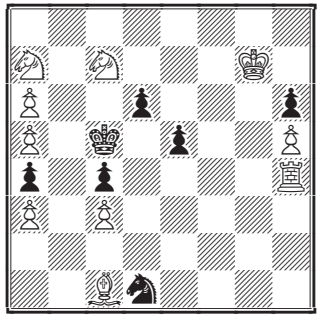
Mate in 3 moves [*]

60.



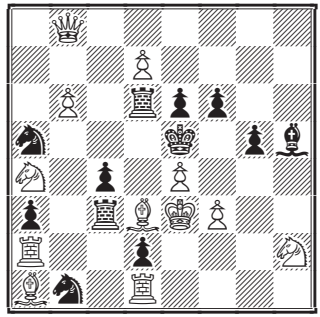
Mate in 2 moves

61.



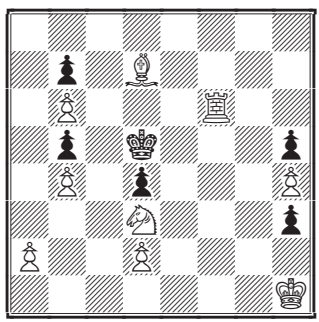
Mate in 3 moves [†]

62.



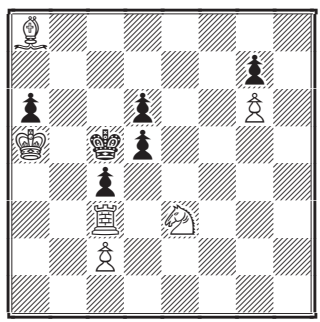
Mate in 2 moves

63.



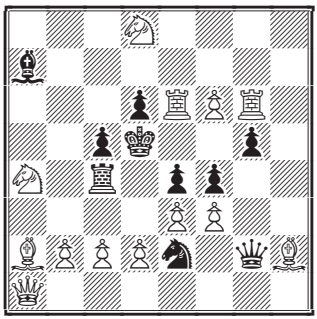
Mate in 5 moves [*]

64.



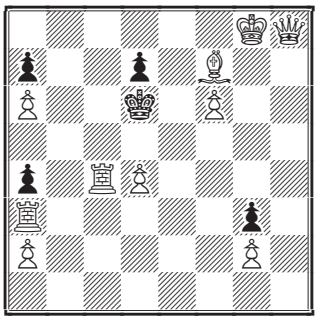
Mate in 4 moves [*]

65.



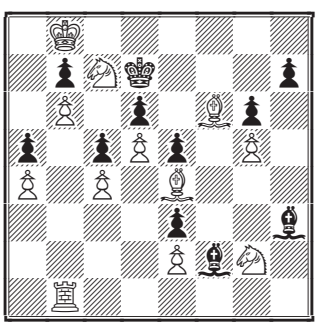
Mate in 2 moves [?]

66.



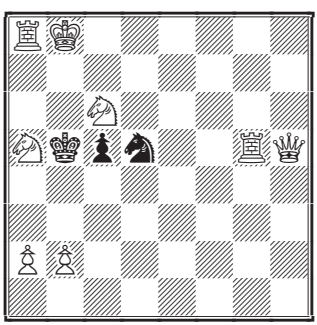
Mate in 3 moves [*]

67.



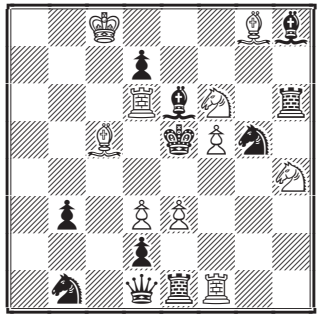
Mate in 4 moves

68.



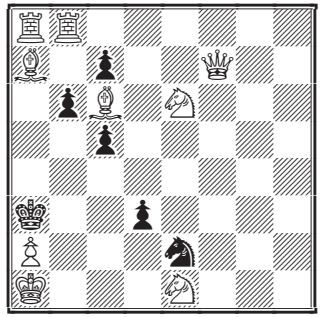
Mate in 2 moves

69.



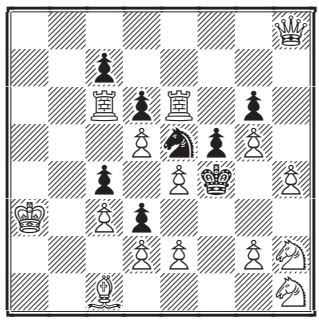
Mate in 2 moves [†]

70.



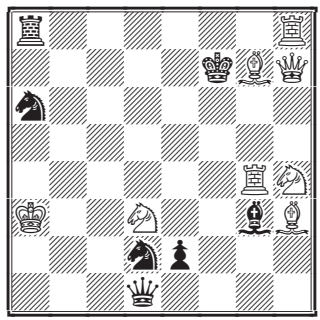
Mate in 2 moves

71.



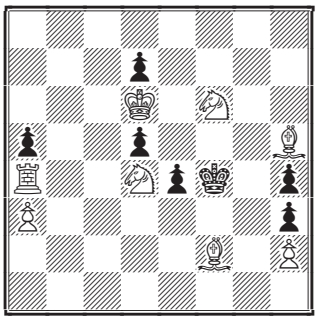
Mate in 2 moves

72.



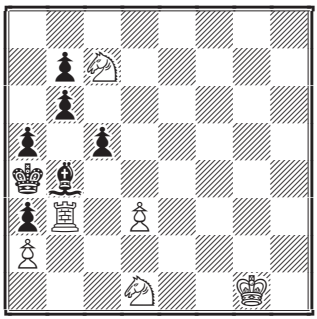
Selfmate in 4 moves

73.



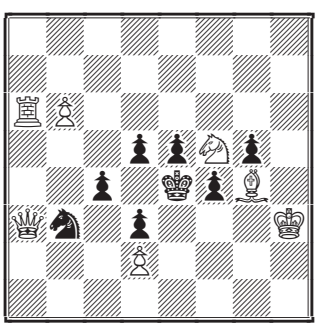
Mate in 3 moves [*]

74.



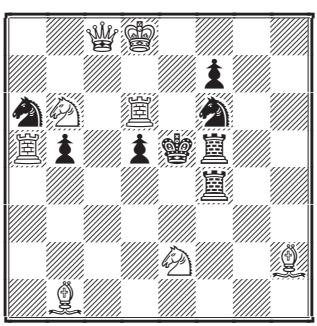
Mate in 3 moves

75.



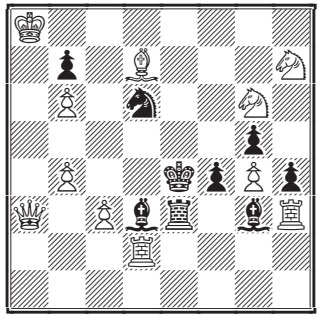
Mate in 3 moves [†]

76.



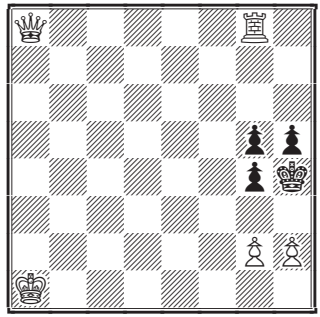
Mate in 2 moves [*]

77.



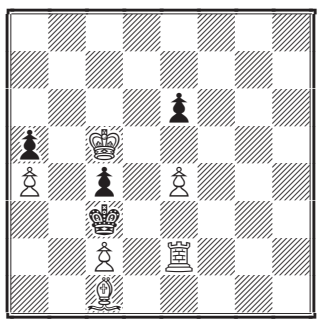
Mate in 2 moves [†]

78.



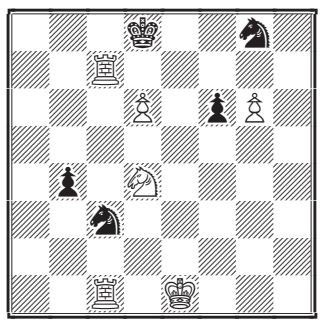
Mate in 5 moves
with a pawn

79.



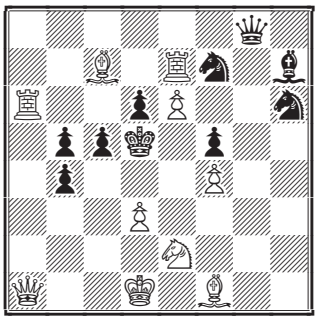
Mate in 4 moves [*]

80.



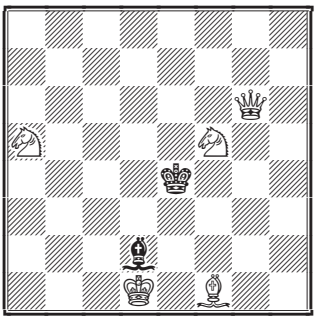
Mate in 3 moves [*]

81.



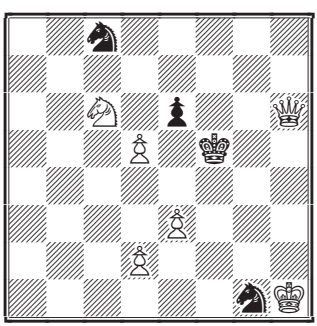
Mate in 2 moves

82.



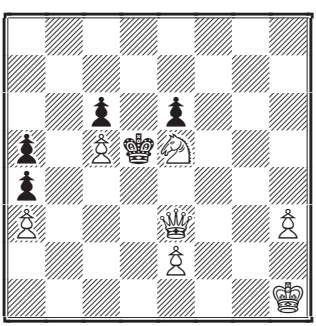
Mate in 3 moves [*]

83.



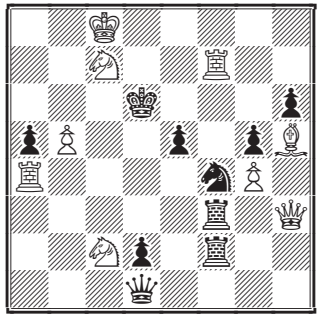
Mate in 3 moves

84.



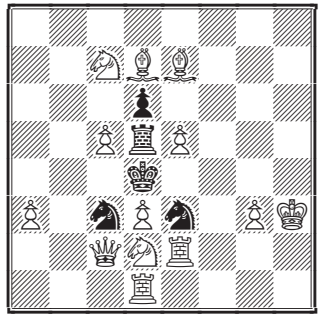
Mate in 3 moves

85.



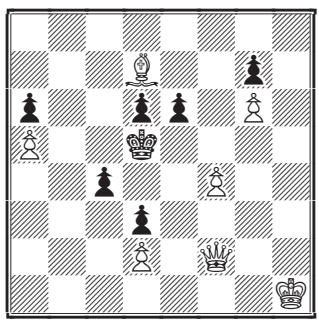
Mate in 3 moves [*]

86.



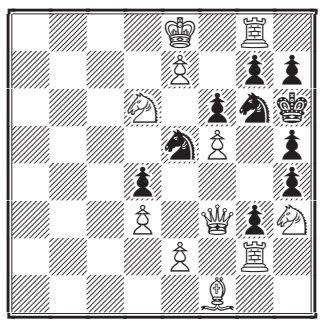
Mate in 2 moves [?]

87.



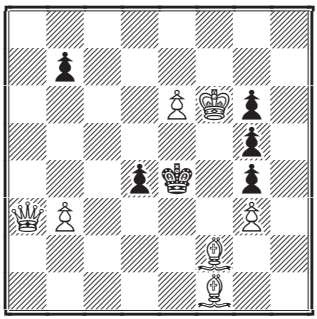
Mate in 3 moves

88.



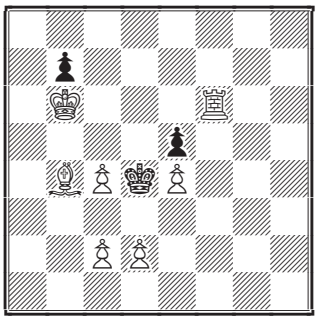
Mate in 3 moves [*]

89.



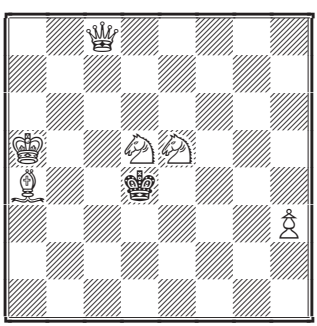
Mate in 2 moves

90.



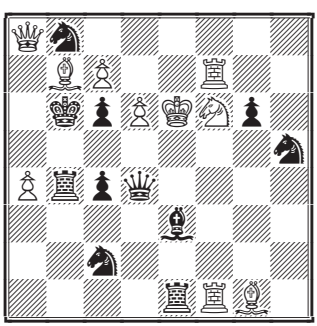
Mate in 3 moves

91.



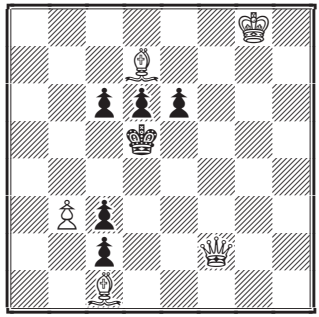
Mate in 3 moves

92.



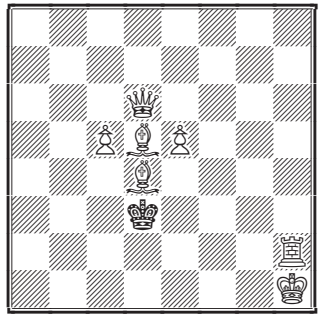
Either mates or selfmates in 2 moves

93.



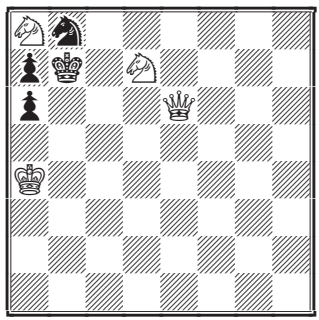
Mate in 3 moves

94.



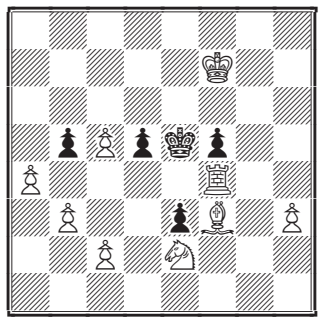
Mate in 3 moves
without moving Bd4

95.



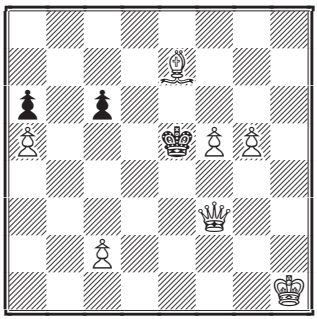
Mate in 3 moves [*]

96.



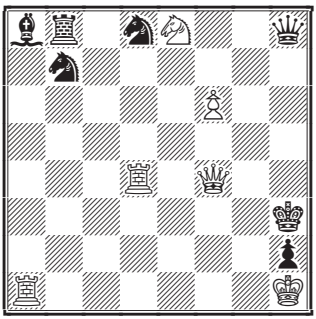
Mate in 3 moves [§]

97.



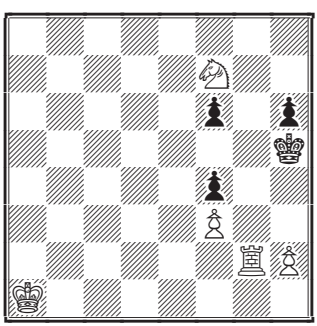
Mate in 3 moves

98.



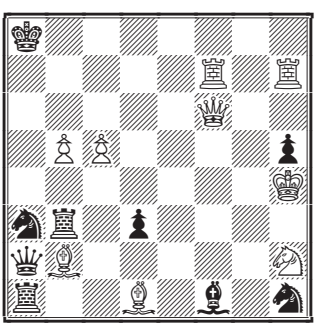
Selfmate in 3 moves

99.



Mate in 4 moves

100.



Selfmate in 36 moves

KEY MOVES TO SOLUTIONS

Frontispiece. 1. Qh5† 2. Qg6† etc.

1. 1. Re8, Kc4 2. Rc8†

2. 1. Rc4, R×c4 2. B×d5†

3. 1. Bb3, Bb1 2. Bg8

4. 1. B×f3 or 1. Kc2 or 1. S×g4

5. 1. B×c7

6. 1. R1b6, Ra7 2. Sg7†

7. 1. Rg4†, Bf4 2. Qe2 3. Rd8†

8. 1. Qd6† also 1. Qb5
[*and 1. Qc6, 1. Qa4*]

9. 1. Qh3

10. 1. Qg5

11. 1. Bd4, c5 2. Bb2

12. 1. Rg2 also 1. Se6†

13. 1. Qe7†, S×e7 2. S×f7† [, ǂ!]

14. 1. Re3

15. 1. Qd3

16. 1. Rh4 also 1. Bc7

17. 1. Qc3

18. 1. Rg6, Kd5 2. R×e6

19. 1. Qa5, K×d4 2. Bc4

20. 1. b8B 2. a5† 3. Kb4
[*1. Sf7 1. Sf5 1. Sg8*]

21. 1. Se5, K×e5 2. Qe3†

22. 1. Bb7

23. 1. Rf1, c6 2. Bf2

24. 1. Qb1 also 1. Qa3

25. 1. e8S

26. 1. Rd2†, Kc1 2. Re2†
[*2. Rd1≠*!]
27. 1. Sd5
28. 1. Qa7, Kg3 2. Qg1
29. 1. Rf4, Ke4 2. Sf6
30. 1. Qg6 2. Kg4 3. Qf6
31. 1. Ba3, Kd4 2. Q×e6
32. 1. Bg1, Ke4 2. Qc8
33. 1. Sc5+ or 1. 0–0–0
[*1. 0–0–0, Sd2*!]
34. 1. Qc6, Kd3 2. Qd7†
35. 1. Sb4, c×b4 2. c5†
36. 1. Qb8
37. 1. Rc4, b4 2. Rc3
38. 1. Sb4, c×b4 2. Bd3
[*1. e×d6*]
39. 1. Sc4, a6 2. Be8
40. 1. Rg×a4†, B×a4 2. Qf5
41. 1. Bb5, c×b5 2. Qe6†
[*1. Qh8*]
42. 1. Qb1
43. 1. B×h6, g×f4 2. B×f4
[*1. f×g5*]
44. 1. Rc7
45. 1. ... Qa1+ 2. Re1, 2. Rxg2
46. 1. Rg5†, K×g5 2. Rg7†
47. 1. Qh6, Kf5 2. Sb5
48. 1. c3
49. 1. Sg6†, h×g6 2. Bf5
50. 1. Rg6 2. e4 3. B‡
51. "1. QQ5+" [???]
52. 1. Sd4
53. 1. Q×c5†
[*1. B×d6*†]
54. 1. B×h2
55. 1. Bg4
56. 1. Qg1
57. 1. Bf5
58. 1. Qh1
59. 1. Qf8, Kb4 2. Se4†
[*1. Sd3*]
60. 1. Be4
61. 1. Rf4, e×f4 2. B×f4
[*1. ... d5*!]
62. 1. Sb2
63. 1. B×h3, Ke4 2. Bf1
[*1. Bf5*]
64. 1. R×c4†, d×c4 2. c3
[*1. Sf5*]
65. 1. Qg1
[*No white king: three solutions.*]
66. 1. Rf3
[*1. d5 1. Bd5*]
67. 1. Rh1, Bg3 2. Sf4
68. 1. Sc4
69. 1. Rd5†
[*1. ... K×f6*!]
70. 1. Qf2
71. 1. Qa8
72. 1. Ba1† 2. Rd4† 3. Qg7†
73. 1. Be1, Kg5 2. B×h4†
[*1. Sh7*]
74. 1. Rc3, B×c3 2. S×c3†
75. 1. Qf8, f3 2. B×f3+
[*1. ... Sa5*!]
76. 1. Q×a6
[*1. Rc6*]
77. 1. Qa6
[*1. ... Rf3*!]
78. 1. Qa7 2. h3 3. Qg1
79. 1. Ba3 2. Kb5 3. Bd6
[*1. Kb5*]

80. 1. Ra7
[*1. … Ke8*! *etc.*]
[*1. Sc6*† *1. Se6*†]
81. 1. Qh8
82. 1. Bd3†, K×d3 2. Qg2
[*1. K×d2*]
83. 1. Se5, e×d5 2. Qg6†
84. 1. Qg3
85. 1. Ra×f4
[*1. … e3*!]
[*1. Rc4* *1. Rf6*†]
86. 1. Bd8
[*The original, without wPe5, had no solution, as black Rook could move. The pawn was added: it seems very likely to have been left out by mistake.*]
87. 1. Qa7, c3 2. B×e6†
88. 1. Qf2
[*1. Rf2* *1. Rg1* *1. Qe4*]
89. 1. Qf8
90. 1. Bf8
91. 1. Sd3, K×d3 2. Qg4
92. 1. Qa7† 1. c8S† 1. Qe5† 1. Q×d6†
93. 1. Bc8, e5 2. Be6†
94. 1. Qd8, K×d4 2. Rd2†
95. 1. S×b8
[*1. Sc5*†]
96. 1. Be4, d4 2. R×f5†+
[*1. Rd4*]
97. 1. Bd8
98. 1. Ra5
99. 1. Sh8, f5 2. Rg6
100. 1. "KBB3 QS6† BS7† B×S† etc."