



# A Puzzle a Day Keeps Age at Bay?

asks Allan Beardsworth

Last year I was fifty; a time for reflection. My work and family commitments don't give me time for classical, 'proper' chess, and likely won't for any time soon, so for me, chess is reading, watching the top tournaments online when I can, and internet blitz. The latter is a time waster, and must spoil one's chess, but is a way to switch off, and, to be frank, is addictive.

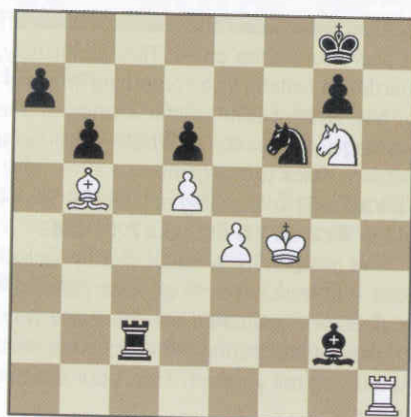
I decided at Christmas to try to reduce my internet blitzing, and do some studying, for the first time in thirty years. Why, I am not so sure, but partly it is a bit King Canute-like, to see whether there is any chance of my standard of play improving. As a daily regime, I chose to solve one problem a day from an old (1944) puzzle book that I bought secondhand some years ago, *The Next Move Is...* by EGR Cordingley. I have far better puzzle books (better organised, better problems, and engine checked), but Cordingley appealed to me for several reasons.

Firstly, the fact that it was published during the War, with paper shortages meaning that every fifth puzzle is in FEN notation, to save paper; second, that it was given as a gift in April 1944, towards the end of the war, wishing someone many happy returns; thirdly, being comprised of puzzles from the 19th Century through to the late 1930s, the vast majority of the puzzles would be new to me. Finally, the cover appealed: in short, for whatever reason, I chose Cordingley.

I chose to commit myself to blogging each day: to give me something external to live up to, so that I didn't make this project just one more good intention that would slip away; writing up my thoughts, whether or not I was able to solve the problem. The blog is now on [www.allanbeardsworth.com](http://www.allanbeardsworth.com).

It has been very enjoyable. With 250 puzzles in his book, I won't finish until much later in the year. Readers are very welcome to contribute their thoughts, their analyses, and to express how they approached problems (it does interest me why some puzzles are 'easy', others 'impossible'). This article concludes with a sample of the puzzles.

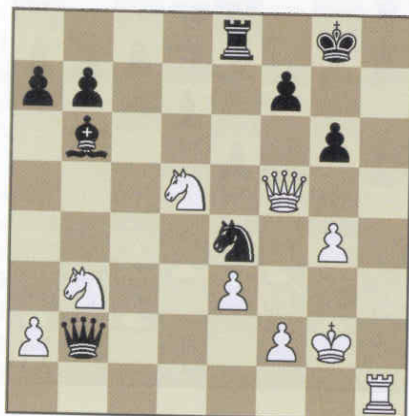
**I. Bondarevsky-V. Ufimtsev**  
Leningrad 1936



*White to play and win*

Edward Winter, who I contacted via his excellent Chess History website, helped me identify the game. There may be some doubts as to the game's authenticity; it is not in the *Mega Database 2013*, for instance, and Edward's site has an unanswered request for the game score, but hopefully some reader will be able to locate and publish the game. The solution is pretty (see too the first entry in my blog): White won with 1 ♖h8+ ♔f7 2 ♙e8+! ♚xe8 3 ♜g5, after which there was nothing to be done about mate on f8.

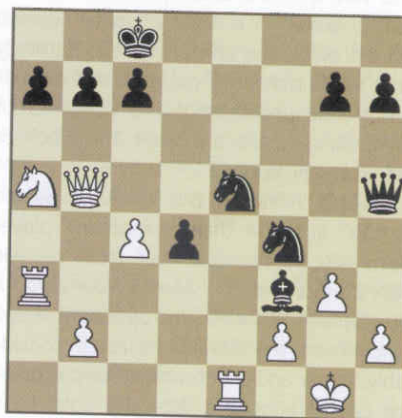
**O. Bernstein-F. Jacob**  
Ostend 1907



*White to play and win*

A tough one, but worth cracking. For the solution see both entry no.9 on my blog, and page 54 of this issue.

**K. Emmrich-B. Moritz**  
Bad Oeynhausen 1922



*Black to play and win*

In the game Black didn't find the best continuation, and lost (no.44 on my blog).

A puzzle, and the solution, mostly with my thoughts, often with engine checking, is posted each morning. Readers might wish to take the daily challenge to, and comments are very welcome on the blog at [www.allanbeardsworth.com](http://www.allanbeardsworth.com). Solutions to the last three puzzles can also be found on page 54.

