

CHESS PROBLEMS

by V. M. N. PORTILLA

[1873]

An Electronic Edition
Anders Thulin, Malmö · 2009-07-26

V. M. N. PORTILLA

Vicente Maria Norberto Portilla is the eldest son of Francisco de P. Portilla, and was born at Jalapa, a town in Mexico, on the 6th of June, 1849.

About two years later, the family having made the tour of Europe went to the capital of Mexico where they have since resided.

From 10 to 15 years of age young Portilla was sent to school in the City of Mexico, where he gained several prizes for excellence in Arithmetic, Algebra and Geometry.

In 1864, he accompanied his parents and younger brother to Spain, via Havana, where they remained several days. On the 1st of May they started for Cadiz and after a prolonged stay of some months in Spain, France, and England, the parents returned home to Mexico, leaving the two brothers at Bruce Castle School, Tottenham. Here the elder brother dedicated himself especially to the study of Mathematics, and with such success that he soon surpassed all his school mates.

During the vacation days of 1867, some friends with whom he was staying, showed Mr. Portilla the moves in Chess, and also contested a few games with him in which the young tyro was slaughtered most unmercifully.

On his return to school having procured and studied a book on the Openings he was soon able to distance all his fellow students.

The next vacation found him more evenly matched with his former chess friends, and many good games were the result.

Having at this time solved the first problems brought to his notice in London Illustrated News very easily and with great rapidity he was advised to give some attention to chess problems: in this he succeeded so well, that his first published problem appeared on the 30th January following.

Other problems soon followed and Mr. Portilla now gave his chess leisure hours almost entirely to composing problems.

In 1869 he entered the University of Cambridge and the next year gained a scholarship for Mathematics at Emmanuel College.

Mr. Portilla now resides in the City of Mexico, but his problems are found in all the lands where Caissa flourishes.

NOTES TO ELECTRONIC EDITION

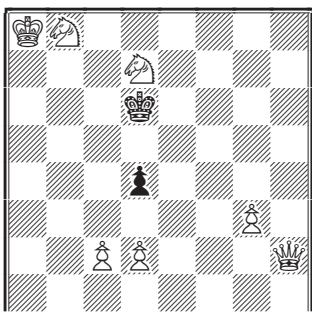
This edition is based on the original edition published O. A. Brownson, jr., Dubuque, Iowa in 1873.

All problems have been tested, using Heiner Marxen's program *chest*. Discovered errors have been indicated in brackets in the stipulation: [*] = many solutions, [†] = no solutions, [§] = short solution(s), and [?] = other discrepancy. Further details are given in the solutions.

Solutions have been converted to modern algebraic notation. The two last problems (101 and 102) were printed on the last page of the original source: problem 101 is the same as problem 35, while no solutions to problem 102 has been found.

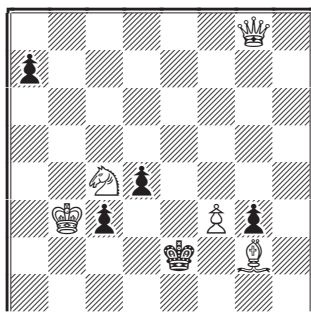
During testing, several duplications were identified: $7 = 48$, $13 = 60$, $24 = 90 = 98$, $32 = 43$, $33 = 100$, $34 = 52$, $35 = 101$, $38 = 81$, $84 = 88$.

1.



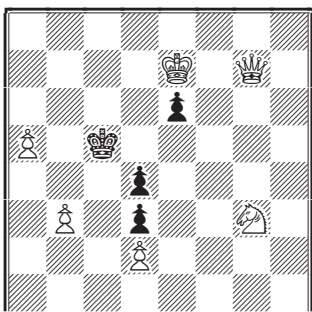
Mate in 3 moves

2.



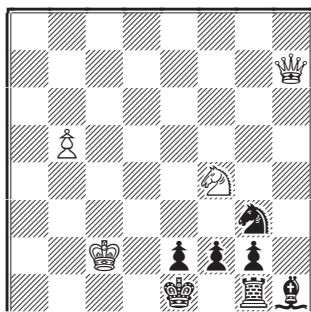
Mate in 3 moves

3.



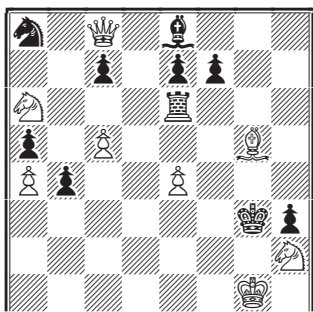
Mate in 4 moves

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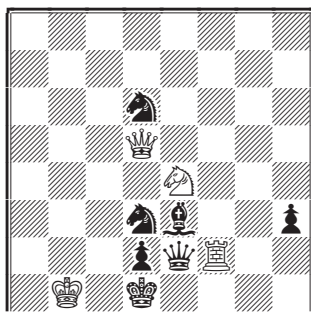
Mate in 3 moves [+]

5.



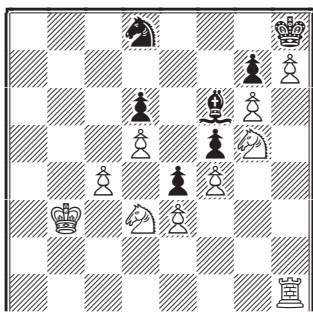
Mate in 4 moves [+]

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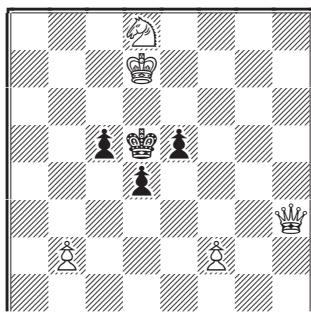
Mate in 3 moves

7.



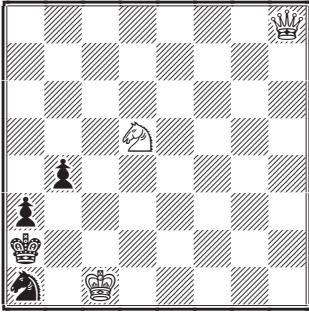
Mate in 4 moves

8.



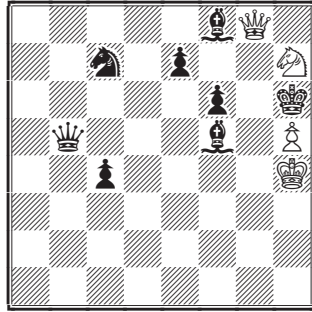
Mate in 3 moves

9.



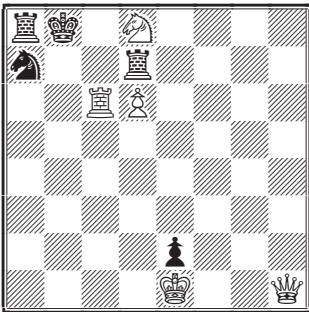
Mate in 3 moves

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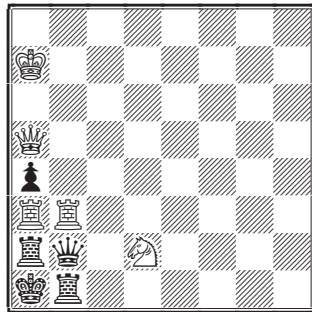
Mate in 3 moves

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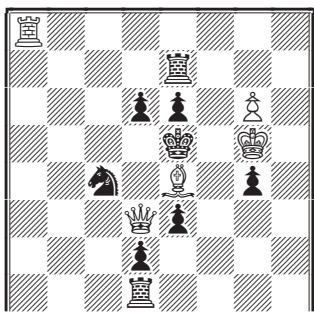
Mate in 3 moves [§]

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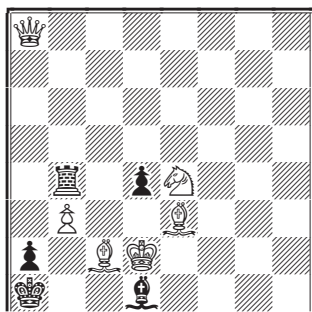
Mate in 2 moves

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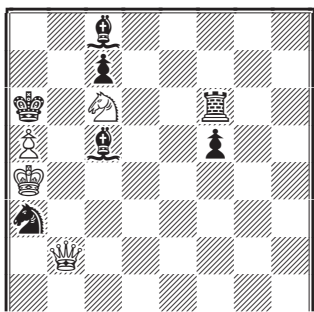
Mate in 3 moves [*]

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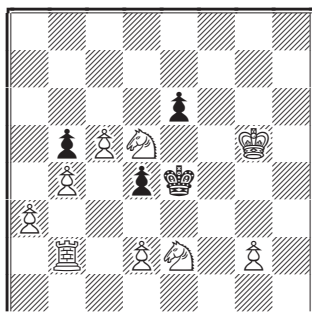
Mate in 3 moves

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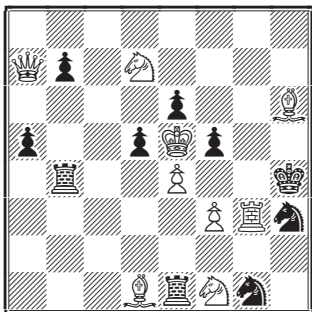
Mate in 3 moves

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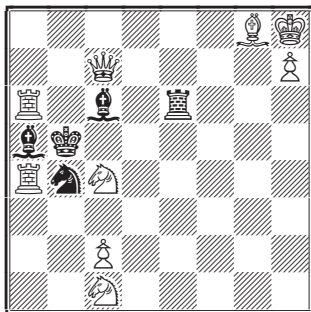
Mate in 4 moves [§]

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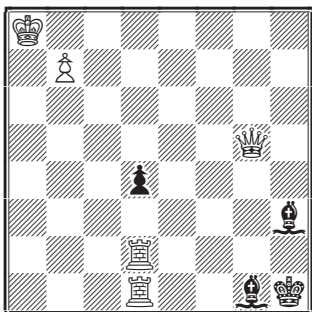
Mate in 5 moves

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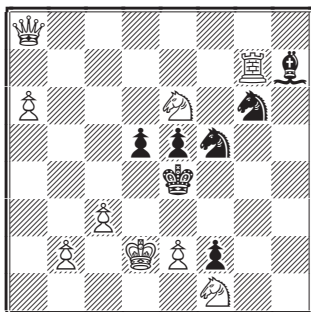
Mate in 2 moves

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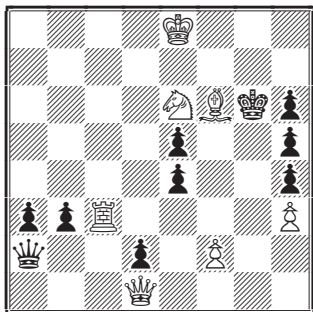
Selfmate in 3 moves

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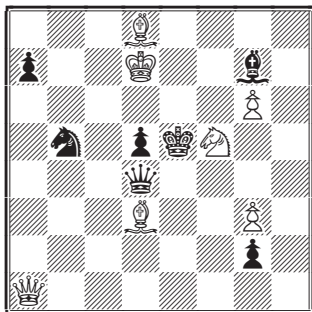
Mate in 2 moves

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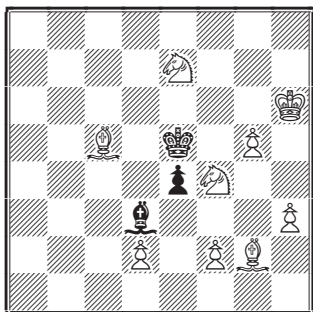
Mate in 3 moves [*]

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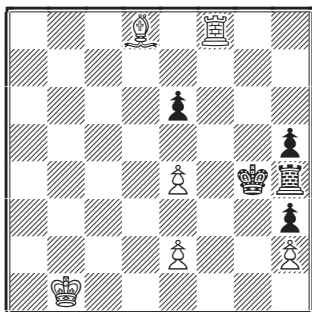
Mate in 2 moves

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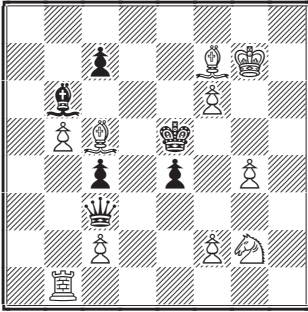
Mate in 4 moves [S]

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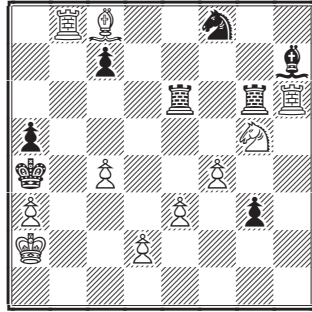
Mate in 4 moves [?]

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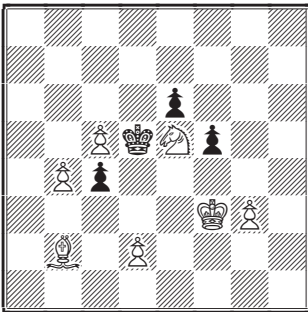
Mate in 3 moves

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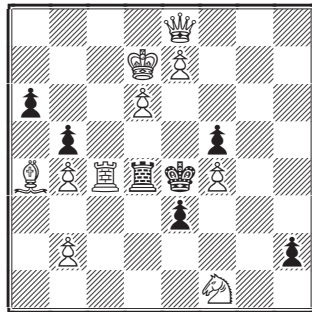
Mate in 4 moves

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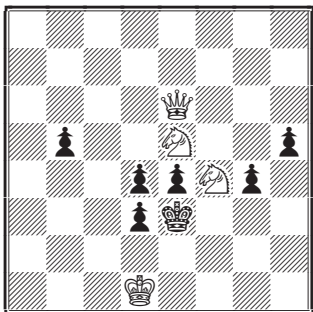
Mate in 4 moves

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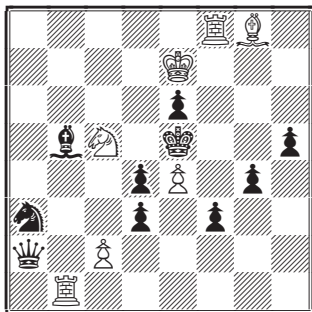
Mate in 3 moves

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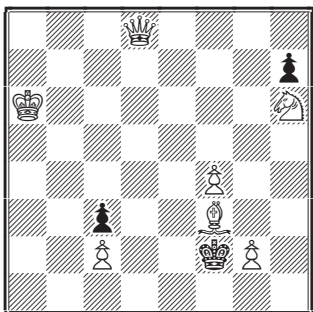
Mate in 3 moves

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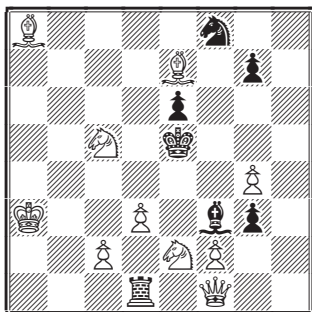
Mate in 4 moves

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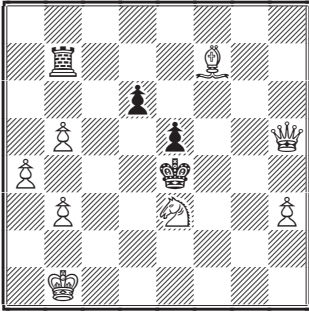
Mate in 3 moves

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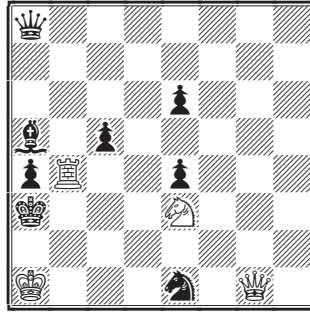
Mate in 2 moves

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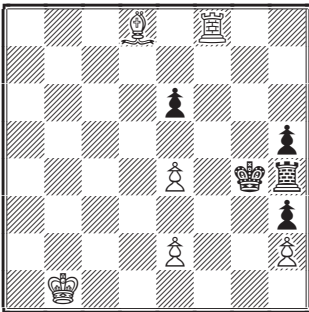
Mate in 3 moves

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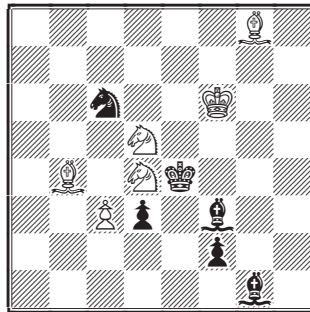
Mate in 3 moves

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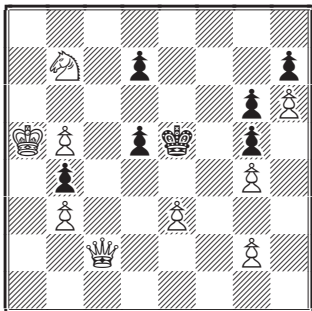
Mate in 4 moves

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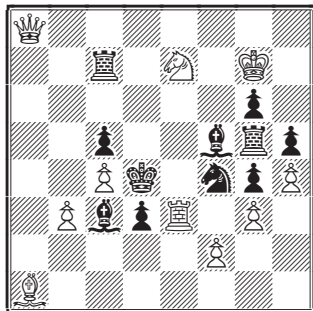
Mate in 2 moves

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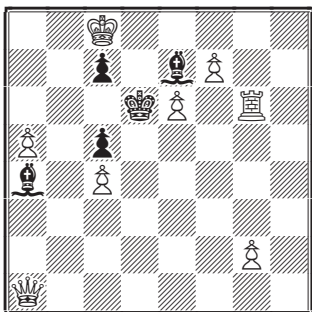
Mate in 3 moves

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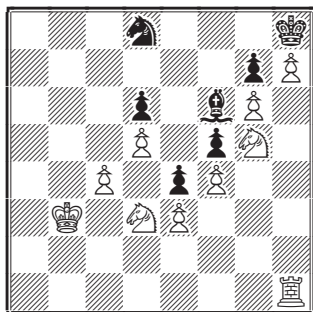
Mate in 3 moves [*]

47.



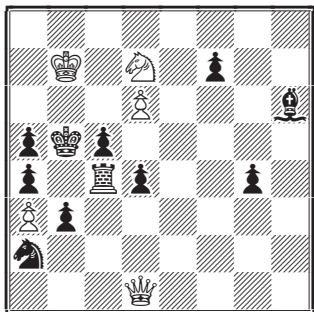
Mate in 3 moves [*]

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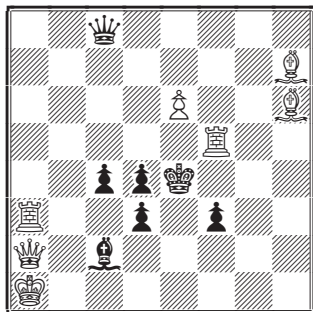
Mate in 4 moves

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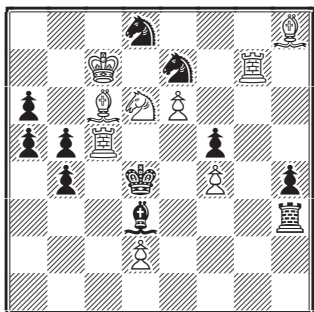
Mate in 3 moves

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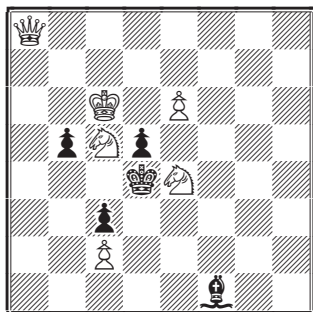
Mate in 3 moves [§]

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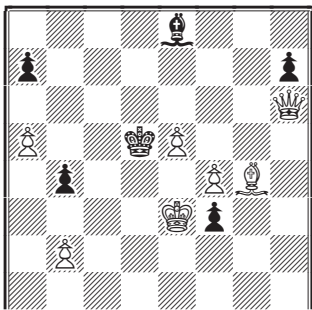
Mate in 5 moves [§]

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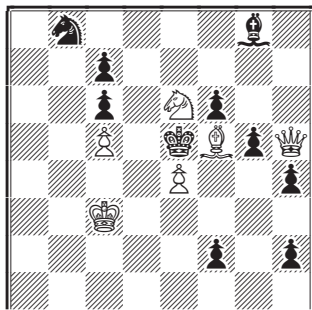
Mate in 3 moves

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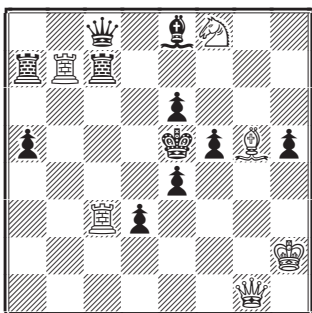
Mate in 3 moves

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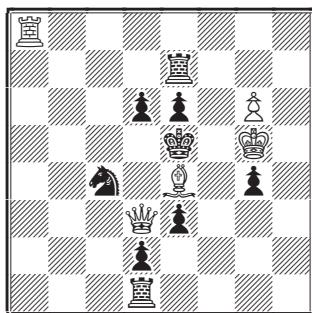
Mate in 3 moves

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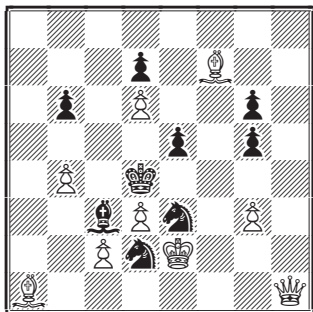
Mate in 3 moves

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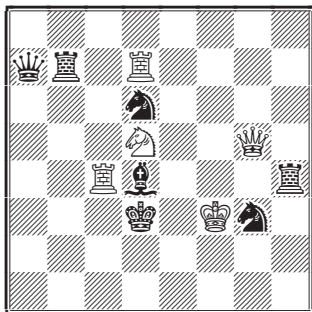
Mate in 3 moves [*]

61.



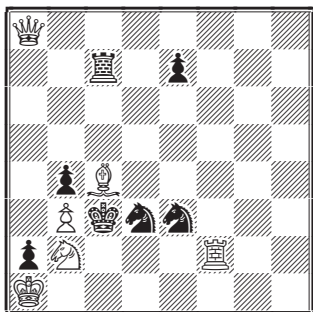
Mate in 4 moves

62.



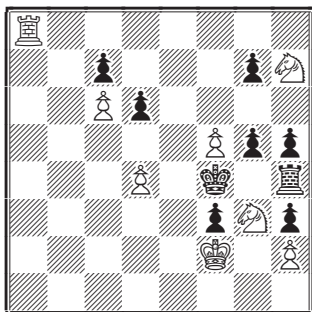
Mate in 3 moves

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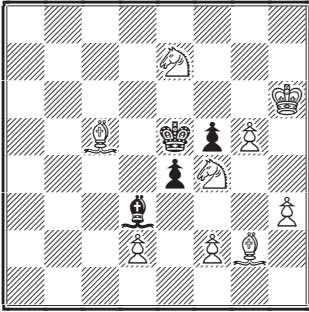
Mate in 4 moves

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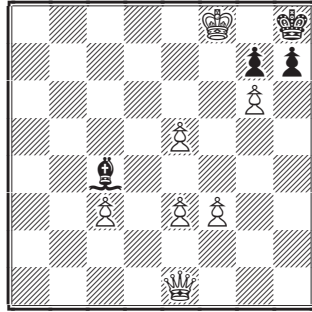
Mate in 4 moves

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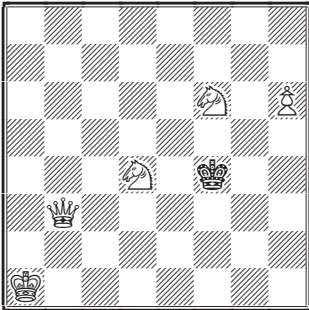
Mate in 4 moves [S]

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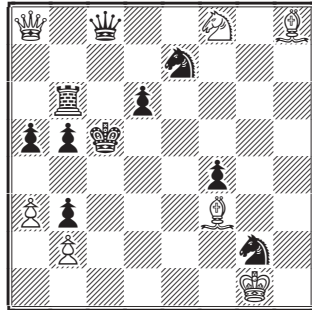
Mate in 3 moves

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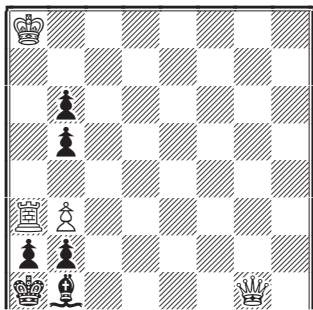
Mate in 3 moves

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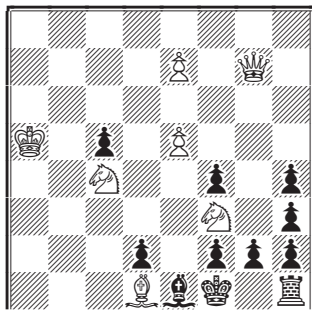
Mate in 4 moves

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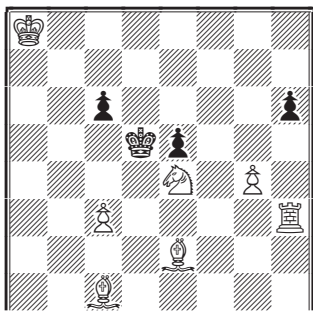
Mate in 4 moves

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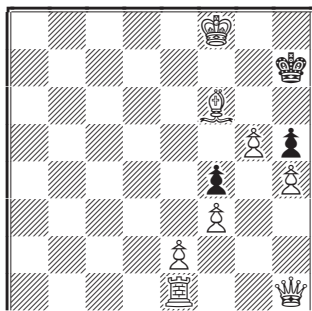
Mate in 3 moves [*?]

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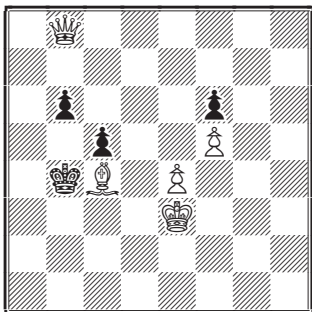
Mate in 5 moves

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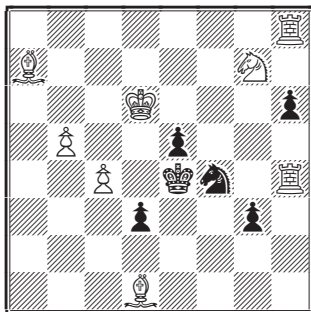
Mate in 2 moves

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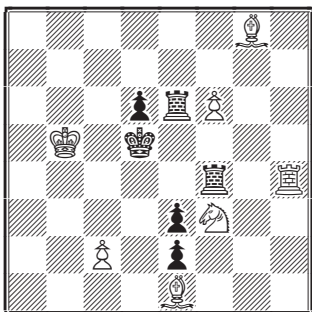
Mate in 4 moves [§]

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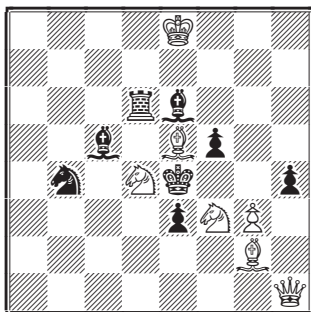
Mate in 4 moves

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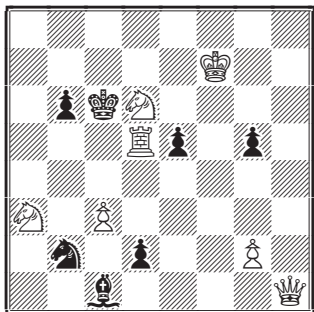
Mate in 3 moves [†]

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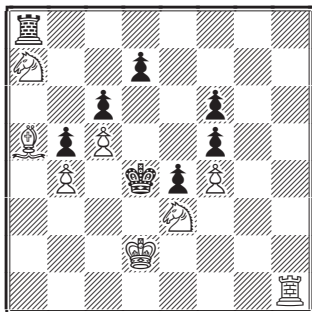
Mate in 4 moves

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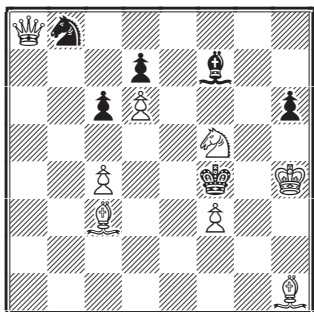
Mate in 4 moves

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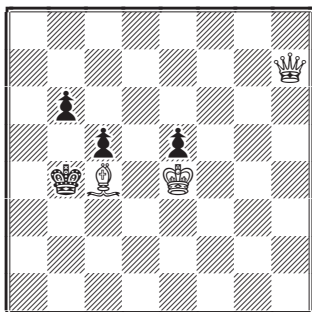
Mate in 3 moves

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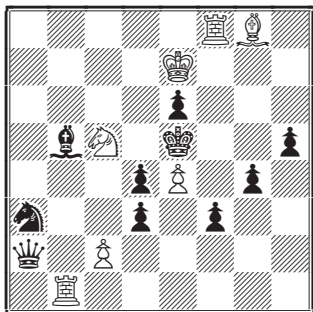
Mate in 3 moves

80.



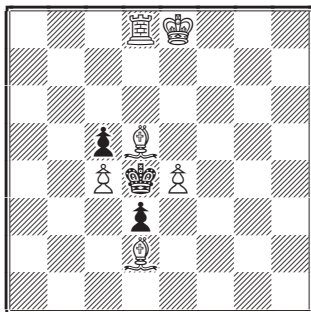
Mate in 4 moves [†]

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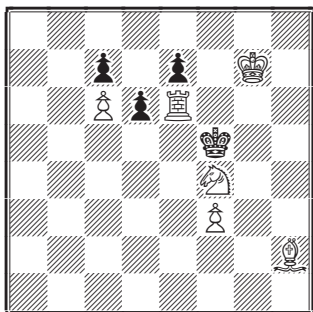
Mate in 4 moves

82.



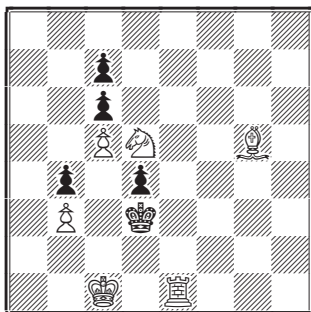
Mate in 3 moves

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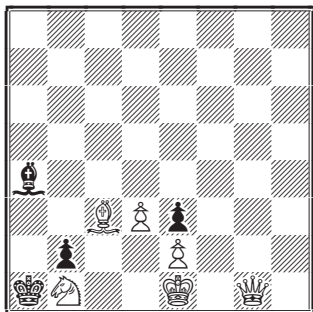
Mate in 3 moves

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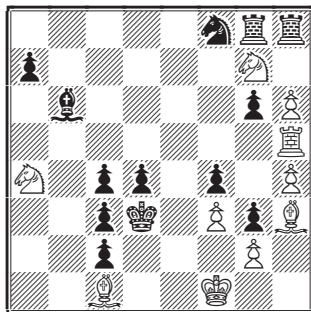
Mate in 3 moves

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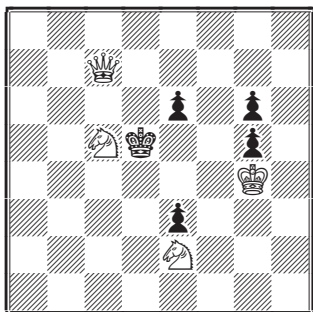
Mate in 3 moves

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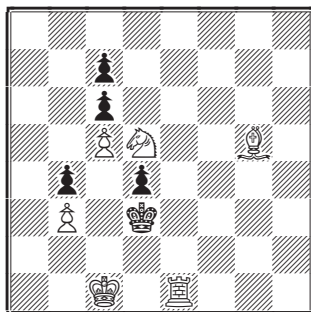
Mate in 5 moves

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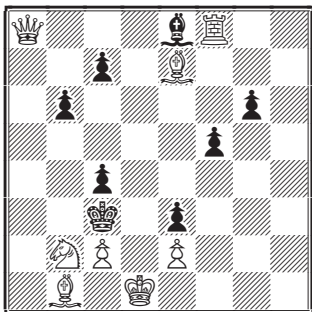
Mate in 3 moves

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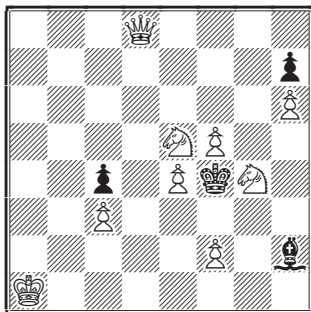
Mate in 3 moves

89.



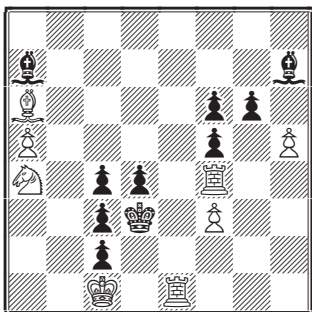
Mate in 3 moves

90.



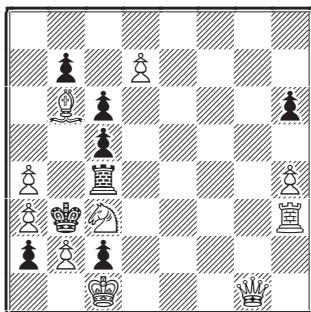
Mate in 4 moves

91.



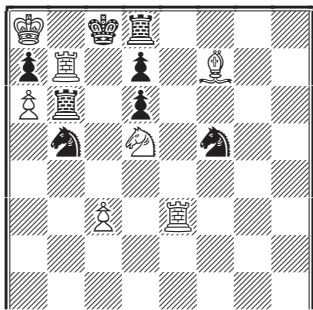
Mate in 4 moves

92.



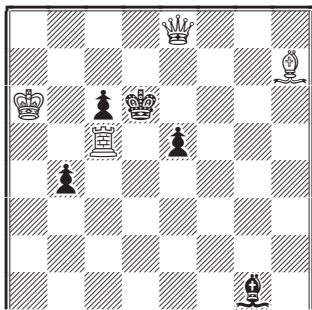
Mate in 4 moves

93.



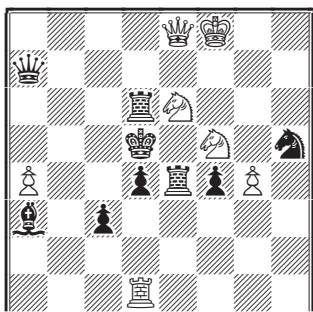
Mate in 2 moves

94.



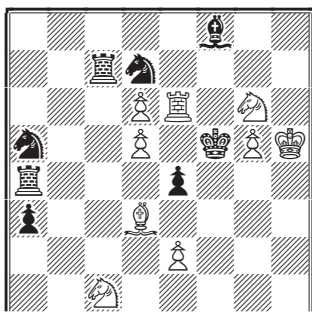
Mate in 2 moves [*]

95.



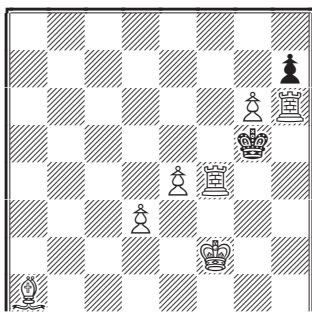
Mate in 5 moves [S]

96.



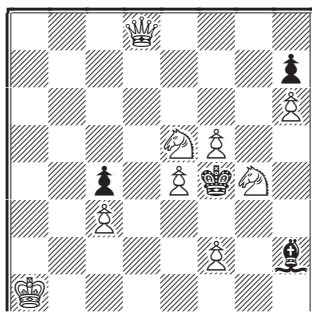
Mate in 3 moves [†]

97.



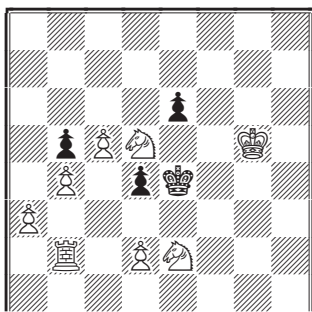
Mate in 3 moves [*]

98.



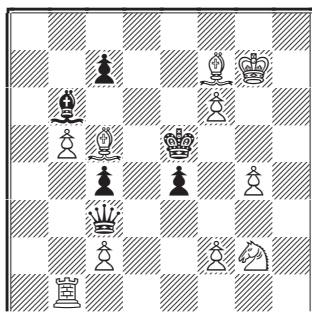
Mate in 4 moves

99.



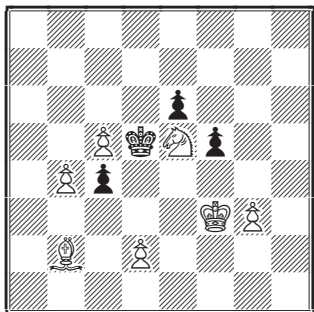
Mate in 4 moves [†]

100.



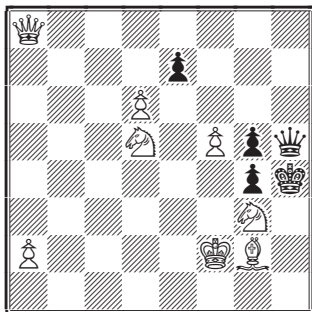
Mate in 3 moves

101.



Mate in 4 moves

102.



Mate in 3 moves

KEY MOVES TO SOLUTIONS

- | | |
|--|---|
| <p>1. 1. Qh8</p> <p>2. 1. Qh7</p> <p>3. 1. Q×d4†</p> <p>4. 1. Qd3</p> <p>5. 1. Sb8
[1. ... b3! etc.]</p> <p>6. 1. Qh5</p> <p>7. 1. Ra1</p> <p>8. 1. Sb7</p> <p>9. 1. Q×a1†</p> <p>10. 1. S×f6</p> <p>11. 1. Rc8†
[1. Rb6†!]</p> <p>12. 1. Qc3</p> <p>13. 1. Bd5
[1. Ra5†]</p> <p>14. 1. K×d1</p> <p>15. 1. Qb8</p> <p>16. 1. Sf6†
[#3!]</p> <p>17. 1. Q×g1</p> <p>18. 1. Sb3</p> <p>19. 1. Qh5</p> <p>20. 1. Qh8</p> <p>21. 1. Qh1
[1. b3 1. b4 1. Sf7†]</p> <p>22. 1. Qh1
[1. Qd1 1. Qe5†]</p> <p>23. 1. Sd2</p> | <p>24. 1. Qh4</p> <p>25. 1. Qd7</p> <p>26. 1. Q×c7</p> <p>27. 1. S×P† 1. B×P 1. P(S)† 1. QQ6†
[1. Rf5† 1. - 1. c1S†/Qd3† 1. -]</p> <p>28. 1. Qf1</p> <p>29. 1. Rc5
[1. Qg1†]</p> <p>30. 1. Se7</p> <p>31. 1. Bh1
[1. Sc6†! 1. Seg6†!]</p> <p>32. 1. Kc2</p> <p>33. 1. Rh1</p> <p>34. 1. Se4</p> <p>35. 1. Ba1</p> <p>36. 1. Qh5</p> <p>37. 1. Sh3</p> <p>38. 1. Rh1</p> <p>39. 1. Kb5</p> <p>40. 1. Qh1</p> <p>41. 1. Sd5</p> <p>42. 1. Qg7</p> <p>43. 1. Kc2</p> <p>44. 1. Se6</p> <p>45. 1. Sd8</p> <p>46. 1. Kh6
[1. Kf6]</p> <p>47. 1. Qh8
[1. Qe1]</p> |
|--|---|

48. 1. Ra1
49. 1. Qa1
50. 1. Qa1
[1. ... S3d4!]
[1. Ba7]
51. 1. Ra2
52. 1. Se4
53. 1. Sb6
54. 1. Rxd3
[1. Rc5† etc.]
55. 1. Rxc4†
[1. Rg1†!]
56. 1. Qf8
57. 1. Qa6
58. 1. Sf4
59. 1. Rc6
60. 1. Bd5
[1. Ra5†]
61. 1. Qa8
62. 1. Qc1
63. 1. Qh8†
64. 1. Ra3
65. 1. Bh1 [2. Seg6‡]
[1. Seg6‡]
66. 1. Qh4
67. 1. Kb2
68. 1. Sd7†
69. 1. Kb8
70. 1. e8B
[1. e8Q]
71. 1. R×h6
72. 1. Ra1
73. 1. Qh2
[1. Kd3!]
74. 1. Ra8
75. 1. Rg4
[1. ... Ke4! etc.]
76. 1. S×h4†
77. 1. Qh8
78. 1. Bd8
79. 1. Qa1
80. 1. Qh2
[1. ... Kc3!]
81. 1. Rh1
82. 1. Rd6
83. 1. Bg3
84. 1. Bf6
85. 1. Bh8
86. 1. Bc8
87. 1. Se4
88. 1. Bf6
89. 1. R×f5
90. 1. Qh4
91. 1. R×f5
92. 1. Qg8
93. 1. Be8
94. 1. Bg8
[1. R×c6†]
95. 1. Sc7
[1. Se3†!]
96. 1. Bc4
[1. ... Bg7 etc.]
97. 1. Bg7
[1. R×h7]
98. 1. Qh4
99. 1. Sf6
[1. ... Kf3!]
100. 1. Rh1