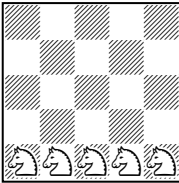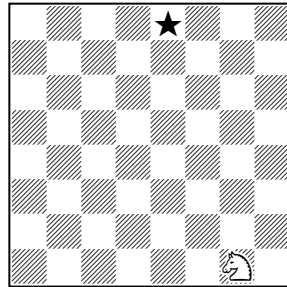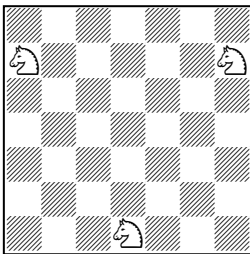# Interlude

The remaining chapters will be quite short, and it will not be typographically convenient to continue giving the problems with solutions over the page. I am therefore giving all the remaining problems here. The last two of the bridge frolics (**10.2** and **10.3**) are not posed as problems.

7.1 On a 5x5 board, White has five policemen who start in a straight line at the bottom, and Black has a burglar who may start anywhere. All men move as knights, but there is no capturing. Can White play to trap the burglar, or can the burglar run for ever?

7.2 This time there are only three policemen on a 7x7 board, but they can move simultaneously. The policemen start from the position given above, and the burglar is on a dark square away from a corner. The burglar moves first; can the policemen catch him?

7.3 (after George Jelliss)   On an empty board, put a White knight on its home square g1. White aims to reach Black's palace, e8, but after each move Black can place a mine on any empty square, and this square will henceforth be barred to the knight. Can the knight reach the palace, or will it eventually have to step on a mine?

8.1 Given a currency with coins of value 1, 2, 5, 10, 20, 50, and 100, obtain four sums of money, each consisting of exactly two coins and each being twice as large as its predecessor.

8.2 Given the same currency, obtain a sum of money which can be realised by a single coin, by two coins, by three, by four, or by five.

8.3   Given eleven coins of which at most two are duds, and given that (a) a dud is either heavy or light, (b) two heavy or two light duds balance each other, and (c) a heavy dud and a light dud balance two true coins, identify the duds if any in five weighings.
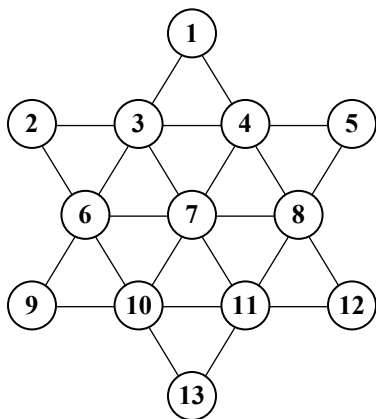
9.1   On the solitaire pegboard above, solve the following problems.

Vacate 6, play to finish at 6.

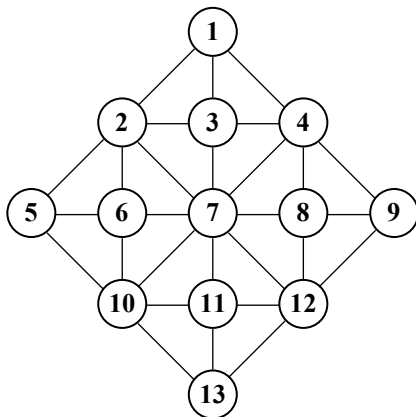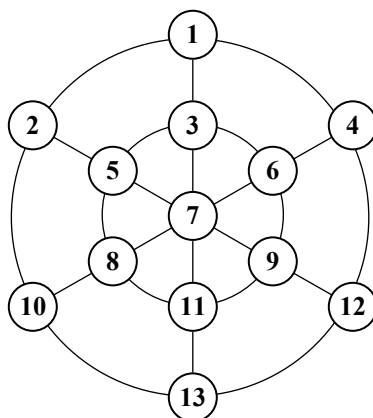Vacate 1, mark the peg at 13, and play to finish with this peg back at 13.

Vacate 1, mark the pegs at 6 and 8, and play to interchange these pegs and to clear the rest of the board.

9.2   On the solitaire pegboard at the top of the next column, solve the following problems.

Vacate 7, play to finish at 7.

Vacate 7, mark the pegs at 1 and 13, and play to interchange these pegs and to clear the rest of the board.

Vacate 7, play to interchange the pegs at 3 and 11 similarly.

9.3   On the solitaire pegboard above, solve the following problems.

Vacate 1, mark the peg at 13, and play to finish with this peg back at 13.

Vacate 7, play to interchange the pegs at 5 and 9.

Vacate 2, play to interchange the pegs at 1 and 5.

10.1   Construct a bridge deal in which each of the four hands, if declarer, can make 3NT against any defence.