

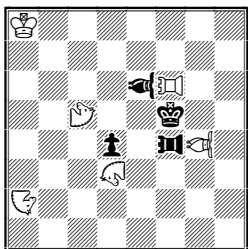
FAIRINGS...

N° 14: January 2011

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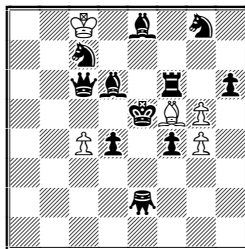
Compositions have their own schedules, so this issue appears sooner than expected! Not previously defined:- **R/B-hunter** (4): moves forward (but not horizontally) as a R & backward as a B; **Impala** (7): (1,2/2,1)+(3,4/4,3)-leaper; **Gryphon** (10 & 11) = B + P (no promotion). Best wishes to all.

1. h#2 PWC b) ♞a2>a3



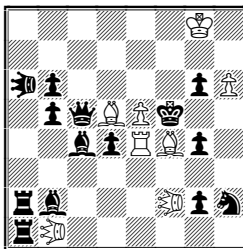
Mao ♞ Moa ♞ Pao ♞
Vao ♞ Nightrider ♞

2.



h#2 b) ♞g5>h5
PWC Grasshopper ♞

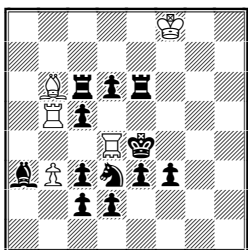
3.



h#2 2 solutions
Contra-G ♞

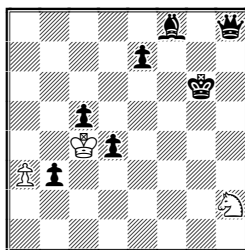
1 a) 1.VAc8 MAxf4[PA d3] 2.VA xg4[VAc8] MOD7# (PA guards f4!) b) 1.PAf1 MOxe6 [VAc5] 2.PAxf6[PAf1] MAf2# 2 a) 1.Bg6 gxh6[Pg5] 2.Sxh6[Pg8=G] Gxg5[Pg8]# b) 1.Bxh5[Pe8=G] Gb5 2.Gxb5[Ge2] Gxh5[Be2]# Short circuits. 3 1.Bc1 CGf1 2.Sf3 Bd2# & 1.Be2 CGc2 2.d3 Rc4# Battery-line switch; pinmates with interferences.

4.



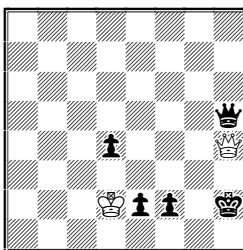
h#2 1/2 2 solutions
R/B-hunter ♞

5.



h#3 2 solutions
CouscousCirce

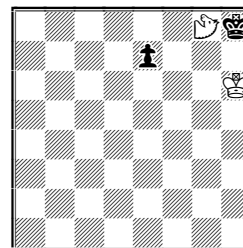
6.



h#4 b) ♞h5>h3
Madrasi & PWC

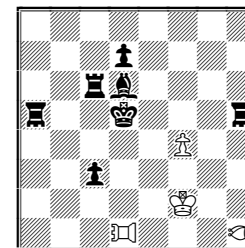
4 1...RBxc3 2.Kd4 RBxc5 3.Kc3 RBd4# & 1...RBxd6 2.Kd5 RBxc5 3.Kd6 RBd4# Knies effects & circuits. 5 1.Bh6 Kxb3[Pe1=B] 2.Bb4 Sf3 3.Bxa3[Pf8=Q] Qf7# & 1.Qg7 Kxc5[Pe1=R] 2.Ra1 Sg4 3.Rxa3[Ph8=Q] Qh5# 6 a) 1.f1S Ke1 2.Se3 Kxe2 [Pe1=B] 3.Sg4 Kf3 4.Bxh4[Qe1] Qh1# b) 1.e1S Ke2 2.Sg2 Kf1 3.Sxh4[Qg2] Kxf2 [Pf1=B] 4.Bxg2[Qf1] Qg1# Interchange of promoted pieces & of promotion methods.

7.



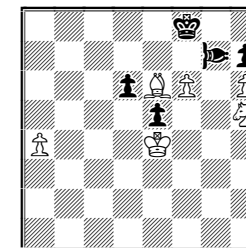
h#4 1/2 (=set play) & h#5
PWC Impala ♞

8. ser-h#5



b) ♞f4>g4 R-hopper ♞
R/B-locusts ♞/♞

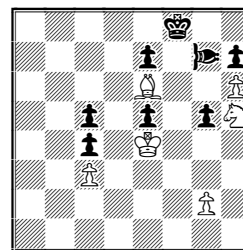
9. compare with 10!



ser-h#10 b) g7=>Dragon
Gryphon ♞

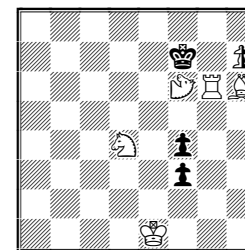
7 1...Id4 2.e6 Ih1 3.e5 Ixe5[Ph1=I] 4.Id4 Kg6 5.Ig8 If7# & 1.e5 Ic5 2.e4 If1 3.e3 Ixe3 [Pf1=I] 4.Ic5 Kg6 5.Ig8 Id5#. 8 a) 1.Kc5 2.RHd5 3.Kd4 4.Rc4 5.RHc5 LBxd5-c6# b) 1.Ke5 2.RHhd5 3.Ke4 4.Bf4 5.Rhe5 LRxd5-d6# 9 a) 1.GRxf6 3.GRb6 4.GRb5 6.GRf7 8.Kh8 9.GRf6 10.GRg7 h xg7# b) 1.DRxh6 2.DRf7 4.Kh8 6.DRb7 7.DRb5 10.DRg7 fxg7# See next solⁿ. 10 a) 1.g4 2.GRg5 3.GRd2 4.GRd1 5.GRa4 7.GRf7 9.Kh8 10.GRf6 11.GRg7 h xg7# b) 1.DRg6 2.DRh8 3.DRf7 5.Kh8 7.DRb7 8.DRb5 11.DRg7 h xg7# Piece-specific round trips. The original idea was for them to be capture-free (10) but the lighter 9 shows a Zilahi & double use of b5. Which is better?

10. compare with 9!



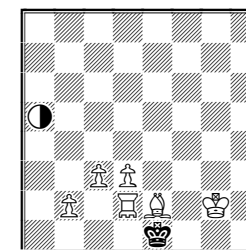
ser-h#11 b) g7=>Dragon
Gryphon ♞

11.



ser-h#12*
Dragon ♞ Neutral P ♞

12. ser-h#15* b) ♞>f4



Circe Rookhopper ♞
Neutral Grasshopper ♞

11 1...nPh8=nDR# 1.Kxg6 2.Kxh6 3.Kg5 4.nPh5 5.Kh6 9.nPh1=nDR 10.nDRg3 11.nDRh5 12.nDRh4 Sf5# The *Problem Paradise* theme. It is tricky to arrange a new mate, but to repeat the set one would be feeble. 12 1...c4# in both. a) 1.nGxd2[RHd8] 2.nGa2 3.nGc2 4.nGc4 5.nGxe2[Bf1] 6.Kd1 7.Kc2 8.nGxb2 9.Kxc3[Pc2] 10.Kd4 11.nGe5 12.Kc3 13.Kxc2 14.Kd1 15.Ke1 Be2# b) 1.nGxd2[RHd8] 2.nGd4 3.nGxb2 4.nGf2 5.nGf5 6.nGf3 7.nGxc3[Pc2] 8.nGc1 9.nGf1 10.nGf5 11.nGxc2 12.nGf2 13.nGf5 14.nGf3 15.nGc3 RHd2# The odd symbol [♙] is used here so as to keep font matters simple. Circe-specific switchback mates and battery-to-antibattery changes. I like this one – perhaps because it took so very much work?