

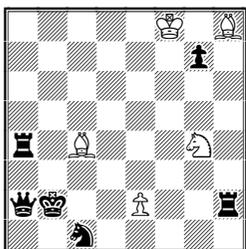
FAIRINGS...

N° 16: August 2011

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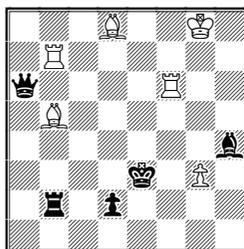
All *Fairings* definitions are in the second part of this issue. The asterisk * indicates a set mate in 1. **T&M** = Take & Make, in which odd-looking bishop-positions – problems **1** & **3** – are quite normal. Best wishes to all.
PS: Would readers who have not been in touch for a long time please let me know whether they still want to receive *Fairings*?

1.



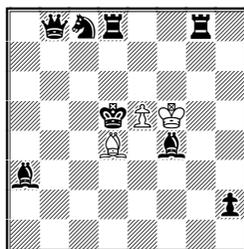
h#2 b) ♗c4>b3 T&M

2.



h#2 2 sols Isardam

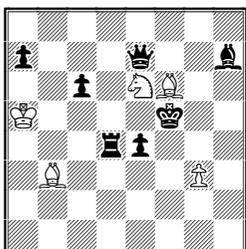
3. h#2 T&M



b/c/d) ♜g8>b7/g2/b1

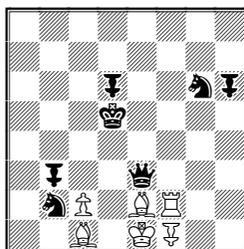
1 a) 1.Ka3 Kxg7-g6(-g5?) 2.Qxe2-e3 Sxh2-c2# b) 1.Kb1 Kxg7-g5(-g6?) 2.Qxe2-e4 Sxh2-d2# **2** 1.Qxb5 Bb6+ 2.Qd3 Re7# & 1.Qxf6 Re7+ 2.Qf3 Bb6# Black must prepare a way to answer the W1 checks, paradoxically by capture. **3** a) 1.Qd6 exd6-b8=Q 2.Kxd4-h8 Qxf4-h6# b) 1.Rd6 exd6-d8=Q 2.Kxd4-a7 Qa5# c) 1.Sd6 exd6-e8=Q 2.Kxd4-g1 Qe1# d) 1.Bd6 exd6-f8=Q 2.Kxd4-a1 Qa3# An obvious task.

4.



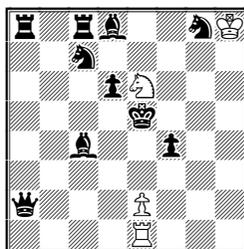
h#2 2 sols T&M

5.



h#2 b) ♗g1 Moose ♖ ♗

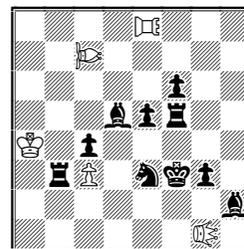
6.



h#2 2 sols T&M+PWC

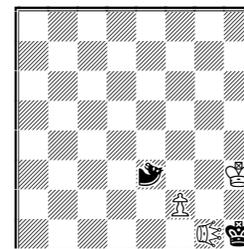
4 1.Qxf6-h4 gxh4-d8=S 2.Kxe6-c5 Sb7# & 1.Qxe6-f4 gxf4-b8=B 2.Kxf6-h8 Be5# Not quite so obvious, I hope! **5** a) 1.Qg5 Bc4+ 2.Ke5 Rf4# b) 1.Qc3 Rf5+ 2.Kd4 Bd3# **6** 1.Qxe2-e4[Pa2] Sxd8-e7[Be6] 2.Rxa2-a3[Pa8=Q] Qxa3-c3[Ra8]# & 1.Bxe2-e4[Pc4] Sxc7-b5[Se6] 2.Rxc4-c5[Pc8=Q] Qxd8-g5[Bc8]# In my view fairy features need not occur at every move; I wanted to prove that I am not saying that because I cannot do it!

7.



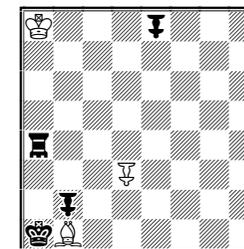
h#3 2 solutions
♗ ♘ ♙ Locust family

8.



h#3* T&M+PWC
Lion ♗ Zebra ♘

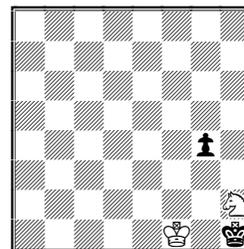
9.



ser-h#8* antiCirce
Moose ♖ ♗ R-hopper ♘

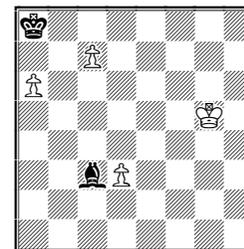
7 1.Be4 LBxe5-f4 2.Kxf4 Lxg3-g4 3.Ke5 Lxe4-d4# & 1.Rf4 LRxe5-e4 2.Kxe4 Lxe3-d4 3.Ke5 Lxf4-g4# W2/W3 locust arrival switch after sacrifices. **8** Set: 1...Lix3-h5[Zg1]# Sol.: 1.Zg6 Kg3 2.Kxg1-g5[LIh1] f4+ 3.Kh5 Kh3# WK switchback, and BK/LI place-interchange between the set and solution. **9** 1...Kb8# (Kb7? Ma8!) 1.Ma3 2.Mb5 3.Mc6 4.Mc7 5.Md8 6.Me8 7.Me2 8.Mc3 Kb7# (Kb8+ Kb2!) M round trip e8-e8, with changed K-#. Those who dislike the RH may replace it with WPs a4 & a7.

10.



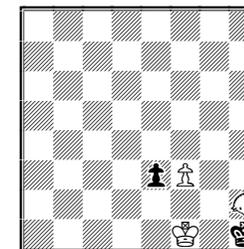
ser-h#10* T&M+PWC

11.CJF & Petko Petkov



ser-h#11 b) ♗>b8
EinsteinChess+PWC

12.



ser-h#22* T&M+PWC
Camel ♘

10 Set: 1...Sxg4-g3[Ph2]# Sol.: 1.Kxh2-f3[Sh1] 2.Kf4 3.Kg5 4.Kh4 5.Kh3 6.Kh2 7.Kxh1-g3[Sh2] 8.Kxh2-f3[Sg3] 9.Kxg3-h1[Sf3] 10.gxf3-h2[Sg4] Sf2# **11** a) 1.Bc3-b4S 2.Sxa6B[Pb4] 3.Bxd3R[Pa6] 4.Rc3B 5.Bxb4R[Pc3] 6.Rb6B 7.Bxc7R[Pb6] 8.Rxc3Q[Pc7] 9.Qh8R 10.Rb8B 11.Ba7S b7# Double round trips c3>c3>c3. b) 1.Bxc7R[Pb8] 2.Kxb8[Pa8] 3.Ka7 4.Kxa8[Pa7] 5.Rxa7Q[Pc7] 6.Qb6R 7.Rxa6Q[Pb6] 8.Qxd3[Pa6] 9.Qd8R 10.Rb8B 11.Ba7S b7# Round trips of wPc7, BK and black piece a7>a7 (moves 6-11). The same mate by 2 different wPs. **12** Set: 1...CAxe3-e2[Ph2]# 1.Kxh2-g5[CAh1] 2.Kf4 3.Kxf3-f4 4.Kg3 5.Kh2 6.Kxh1-g4[CAh2] 7.Kg3 8.Kxh2-g5[CAg3] 9.Kf4 10.Kxg3-d4[CAf4] 11.Ke4 12.Kxf4-c3[CAe4] 13.Kd3 14.Kxe4-d1[CAd3] 15.Kd2 16.Kxd3-g4[CAd2] 17.exd2-g1=CA[CAe3] 18.CAh4 19.CAxe3-h2[CAh4] 20.Kxh4-e5[CAg4] 21.Kf5 22.Kxg4-h1[CAf5] CAe2 #

Fairings Definitions [Version 16: August 2011]

CONDITIONS

Circe: Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

DiagramCirce: Captured units (not Ks) reappear on their diagram squares.

antiCirce: After a capture the capturing piece (Ks included) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). R, B & S go to the square of the same colour as the capture; Ps stay on the file of capture; fairy pieces go to the promotion square of the file of capture.

PWC(PlatzWechselCirce): Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their 1st rank have no moving or checking power until reactivated by being captured again; those appearing on their 8th rank are promoted instantly, at the choice of their own side.

CouscousCirce: As Circe, but the captured piece reappears on the Circe rebirth square of the capturing unit. Pawns reappearing on promotion squares are promoted instantly, at the choice of their own side.

Vertical Mirror Circe: Rebirth squares are the left-right reflections of the usual Circe ones.

ChameleonCirce: This uses the chameleon characteristic (see below), with the same S-B-R-Q-S... cycle. It is like Circe, but pieces reappear as the next piece in the cycle, e.g. Pc2xBb3(Ra8). Captures of pawns work as in ordinary Circe.

EinsteinChess: This uses extended chameleon-type transformations (see below) including pawns. Units move up the sequence P>S>B>R>Q when they capture (capturing Qs remaining as Qs) and back down the the sequence P<S<B<R<Q when they move without capturing (moving Ps remaining as Ps). Since Ps may thus appear on the 1st or 8th rank they are allowed to make 1-, 2- or 3-square steps from there (with an extra *en passant* possibility), but in view of the transformations no normal P-promotion is allowed.

Madrasi: Mutually attacking black and white units of the same type (kings excluded) paralyse each other, so that they may no longer move or give check. Moves creating paralysis are legal, and the paralysis may be removed, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.

Isardam: As the name so subtly hints, a kind of reversal of Madrasi. Any move creating a Madrasi-style paralysis is illegal. Thus a check may be countered by guarding the king using a unit of the same type as the checking piece. Also, if a piece stands between two line pieces which would otherwise paralyse each other, that piece may not move off the line.

Imitator: The presence of this unit, which resembles a neutral piece (see below) but is better understood as a condition, requires that every move played must be exactly mimicked in length & direction by the imitator, otherwise (if for example the imitator is blocked by another unit or by the edge of the board) the move is illegal. [Promotion to imitator is in my opinion absurd and is always excluded in my compositions.]

Take&Make: Every capture ("take") must be complemented by a further step ("make": *not* a capture) by the capturing piece, using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own first rank. Captures on the promotion rank lead to promotions only if the pawn is still on the promotion rank after the "make" part of the move. Promotions at the end of the "make" element are normal.

CHARACTERISTICS

Neutrality: A unit with this characteristic may be regarded as of either colour by the side whose turn it is to play. Neutral pawns promote to neutral pieces.

Chameleon: At the completion of every move, a unit with this characteristic changes type. The types form a cycle which may theoretically be predefined in any way but is usually taken to be the default option S-B-R-Q-S... Promotion may be to a chameleon at any stage in the cycle.

PIECES

There are three basic types of movement, leaping, riding and hopping. Certain mixed pieces move in one way but capture in another, and others have specific limitations.

Leapers [moving directly to the destination square with no pinning or interference effects]

The five most basic leapers are

Wazir WA: a (0,1/1,0) leaper, e.g. a1>a2 or a1>b1.

Fers FE: a (1,1) leaper, e.g. a2>b1 or a2>b3.

Dabbaba DA: a (0,2/2,0) leaper, e.g. a1>a3 or a1>c1.

Alfil AL: a (2,2) leaper, e.g. a3>c1 or a3>c5.

and of course the S, a (1,2/2,1) leaper. The K, apart from its royal attributes, is a leaper combining the powers of a WA and a FE.

Camel CA: a (1,3/3,1) leaper, e.g. a1>b4 or a1>d2.

Zebra Z: a (2,3/3,2) leaper, e.g. a1>d3 or a1>c4.

Bison BI: a leaper combining camel and zebra.

Fiveleaper 5L: a (0,5/5,0) or (3,4/4/3) leaper (both moves being 5 units in length), e.g. a1>a6, d5, e4 or f1. Absurdly, Popeye calls this a "bucephale"!

Impala I: a combined (1,2/2,1) & (3,4/4,3)-leaper, e.g. a1> b3, c2, d5 or e4.

Gnu GN: a leaper combining camel and knight.

Squirrel SQ: a leaper combining alfil, dabbaba & knight.

Equileaper EL: Moves to the same squares as an equihopper (see below) except that no interference or pin is possible, because the move is a direct leap. Also (misleadingly!) known as "non-stop-equihopper" or "French equihopper".

Riders or line pieces [playing along a defined line, and capable of pinning and interference effects on that line. Rs and Bs are riders and a Q is a combined R+B-rider.]

Fersrider FR: Moves exactly as a B, but being a fairy piece, is reborn differently under Circe and related conditions.

Archbishop AR: a bishop which may reflect (once only) at the board edge, thus for example ARb1-f7 via a2 but not via h7 & g8.

Nightrider N: a rider along any straight line of S moves.

Dabbabarider DR: a rider along a straight line of dabbaba moves. Note that the apparently intervening squares (of the opposite colour) are not part of the line, so that it is irrelevant whether they are occupied or not.

Hoppers [riders additionally requiring one or more *hurdles* (units occupying squares on their lines)]

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond. Q-hopper would be a more sensible name.

Rookhopper RH: a grasshopper confined to R-lines.

Bishopper BH (sometimes unnecessarily called "bishophopper!"): a G confined to B-lines.

Grasshopper-2 or -3 G2/G3: As G, but hopping 2 or 3 squares past the hurdle.

Sparrow SW: a grasshopper which pivots 135° (to either side) at the hurdle.

Eagle EA: a grasshopper which pivots 90° (to either side) at the hurdle.

Moose M: a grasshopper which pivots 45° (to either side) at the hurdle. The grasshopper itself of course pivots 0°, that is, it goes straight on!

ContraGrasshopper CG: As G, but in reverse: the hurdle must be adjacent to the CG, which may land anywhere on the line beyond.

Double Grasshopper DG: Its move consists of two consecutive G-hops (the first necessarily to an empty square), changing direction if desired. Null moves are not allowed.

Lion LI: a grasshopper which can move to *any* square beyond the hurdle.

Rook-lion RL: a rookhopper which can move to *any* square beyond the hurdle.

Bishop-lion BL: a bishopper which can move to *any* square beyond the hurdle.

Locust L: a piece which moves only to capture. It lands on the same squares as a grasshopper, but the arrival square must be empty, because the locust captures its hurdle.

R-Locust LR: a locust confined to R-lines.

B-Locust LB: a locust confined to B-lines.

Equihopper EQ: Hops on *any* straight line (joining square midpoints) to an equal distance beyond a hurdle. Interference and pinning effects are possible on the line.

Kangaroo KA: As G but requiring 2 (not necessarily adjacent) hurdles on the same line, and landing on the square immediately beyond the second hurdle.

Nightriderhopper NH: Hops, on a straight line of knight moves, to the next square beyond any one unit, e.g. NHa1-g4, provided that c2 is vacant and e3 occupied.

Dabbabariderhopper DH: Hops, on a straight line of dabbaba moves, to the next square beyond any one unit, e.g. DHa1-a7, providing that a3 is vacant and a5 is occupied. Note that the squares a2, a4 and a6 are completely irrelevant in this example, as they are not on the DH's line.

Other types

Dragon DR: a leaper/rider combining S and P; it may be blocked (as a rider) only on a double-step P-move. It may not promote.

Gryphon GR: combines B and P; may not promote. Amazingly, Popeye does not recognise this piece!

Empress EM: a rider/leaper combining R and S.

Berolina Pawn BP: a P which moves diagonally, captures straight ahead and promotes normally.

SuperPawn SP: behaves exactly as a P except that (when moving or capturing) it may go as far as desired along the usual lines, provided that they are clear, e.g. SPe2-e8=S or SPg2xb7.

Siren SI / Triton TR / Nereid ND ("marine pieces"): Move as Q/R/B respectively, but capture by hopping over and removing an adverse unit, landing on the next (necessarily empty) square, i.e. they capture like locusts.

Leo LE / Pao PA / Vao VA ("Chinese pieces"): Move as Q/R/B respectively, but capture by hopping over a hurdle to *any* square beyond, i.e. like a lion.

Mao MA: Moves as a knight, but the orthogonal square intervening between its points of departure and arrival must be vacant (e.g. MAa1-c2 requires b1 to be vacant).

Moa MO: Moves as a knight, but the diagonal square intervening between its points of departure and arrival must be vacant (e.g. MOa1-c2 requires b2 to be vacant).

Skylla SK: Moves to the same squares as a S, but the arrival square must be vacant; to capture it takes a hostile piece on the intervening *orthogonal* square, i.e. it captures like a locust. A skylla move may be blocked by the presence of a friendly unit on an adjacent orthogonal square. (The equivalent piece using *diagonally* intervening squares in the same way is a **Charybdis CY**. The SK relates to the MA in the same way as the CY to the MO.)

Edgehog EH: Moves as a Q, but either to or from the board edge, not both.

Hunters (B/R or R/B): move forward (=towards the opponent) as the first named piece and backward as the second. No horizontal moves.