

# FAIRINGS...

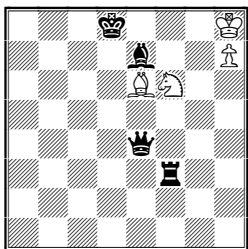
## N° 19: October 2011

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Take&Make (T&M) still predominates! For definitions see page 2.

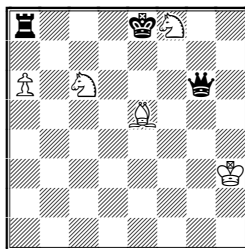
Two errata (omissions) in F18: 1/ Pierre Tritten's no.6 is dedicated to me (thank you Pierre! and apologies for this error); 2/ no.9 is a T&M problem (as the solution shows, fortunately). Best wishes to all.

1.



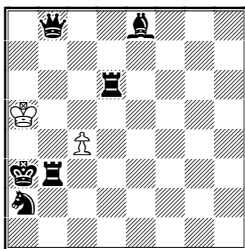
h#2 2 solutions T&M

2.



h#2 2 solutions T&M

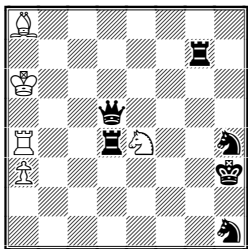
3.



h#2 3 solutions T&M

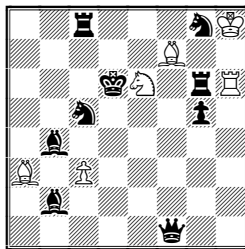
1 1.Rxf6-g8+ hxg8-g3 2.Qf4 gxf4-b8=Q# & 1.Qxe6-g8+ hxg8-a2 2.Rb3 axb3-b8=Q#  
2 1.Qxc6-e7 Sd7 2.0-0-0 Sb6# & 1.Rd8 Se7 2.Kxe7-c8 Sxg6-b6# Both White and Black reach the same squares by different routes. 3 1.Qb5+ cxb5-b8=S 2.Rc6 Sxc6-c4#, 1.Rd5+ cxd5-d8=S 2.Bf7 Sxf7-c4# & 1.Bb5 cxb5-e8=S 2.Qc7+ Sxc7-c4# Cycle.

4.



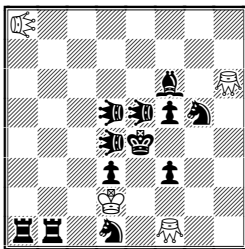
h#2 2 solutions T&M

5.



h#2 b) ♗c5<->♗e6 T&M

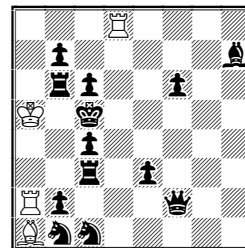
6. not T&M!



h#2 4 sols locust ♗ grasshopper-3 ♗

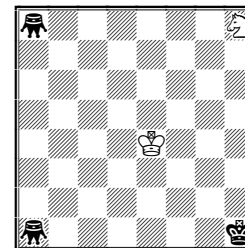
4 1.Rxe4-g5 (Rxe4-~?) Rg4 2.Kxg4-a4 Bxd5-d1# & 1.Qxe4-f2 (Qxe4-~?) Bg2 2.Kxg2-a8 Rxd4-d8# Hideaways & function interchanges. 5 a) 1.Sxe6-d8(Sd8?) Rxg6-e6+ 2.Kxe6-h6 Bxb4-f8# b) 1.Sxc5-d3(Sd8?) Bxb4-c5+ 2.Kxc5-a3 Rxg6-a6# The interferences which neglect T&M fail to work! The two black-squared ♗s are of course normal in T&M. 6 1.Ra7 G3a4 2.Rb3 Gc4#, 1.Rb8 G3e8 2.Sf7 Ge6#, 1.Se6 Ghc1 2.Sc5 Gc6# & 1.Be7 Gc1 2.Bc5 Gc6# G3-specific pins of the locust hurdles.

7.



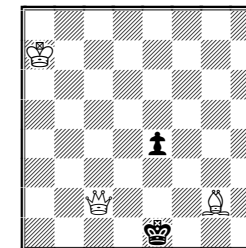
h#2 2 solutions T&M

8.



h#4 b) ♗h8 c) ♖-lion h8 T&M+Couscous ♗

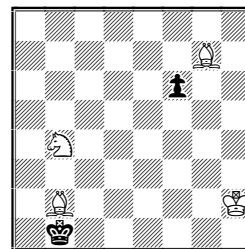
9.



ser-h#7\* T&M+Couscous

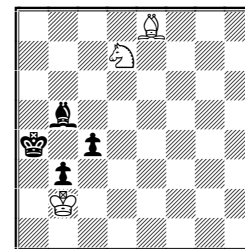
7 1.Sd2 Rxb2-b1 2.Bxb1-b5 Bxc3-a3# 1.Sa3 Bxb2-b1 2.Rxb1-g6 Rxf2-f5# Dual-avoidance hideaways and unexpected (I hope) R/B interferences. 8 a) 1.Gf3 Kd4 2.Ge5 Sg6 3.Gc3 Kxc3-g3[Ge1] 4.Gh4 Sxh4-f2[Gg1]# b) 1.Kg1 Bxa1-h1[Gc1] 2.Gf3 Bxf3-d5[Gf1] 3.Kh1 Kf3 4.Gg1 Kg3# c) 1.Gf3 Ke5 2.Gf6 Kxf6-f2[Ge1] 3.Gf1 Kg3 4.Gg1 Kh3# 9 a) 1...Qxe4-e3 [Pd1=R]# 1.e3 2.e2 3.Kf2 4.Kxg2-f1[Be8] 5.e1=R 6.Rxe8-c6[Ba8] 7.Ke1 Bxc6-c3 [Rf1]# Changed R-blocks. Compare **13** (below).

10.



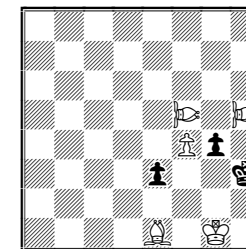
ser-h#9\* T&M+Couscous

11. not T&M!



ser-h#10 2 solutions PWC

12.



ser-h#11\* T&M+PWC charybdis ♗

10 1...Bb2xf6-f5[Pc1=B]# 1.f5 2.f4 5.f1=R 6.Rf3 7.Rb3 8.Rxb2-c3[Bh8] 9.Ka1 Bxc3-c2 [Rc1]# Useful and potentially harmful rebirths on c1, and an exchange of WB roles. 11 1.Bxd7[Sb5] 2.Bc6 3.Bxe8 [Bc6] 4.Bd7 5.Bc8 6.Bb7 7.Bxc6[Bb7] 8.Bxb5[Sc6] 9.Ba6 10.Bxb7[Ba6] Ba6-b5# & 1.Bc6 2.Bxd7[Sc6] 3.Bf5 4.Bg6 5.Bxe8 [Bg6] 6.Bd7 7.Bf5 8.Bd3 9.Bxg6[Bd3] 10.cxd3[Bc4] Bc4-b5# Round trips. 12 1...CYf5xg4-g2 [Pf5]# [CYh5xg4-g2[Pf5]? 2.h4!] 1.g3 2.Kh4 3.Kxh5-g7[CYh4] 4.Kh6 5.Kh5 6.Kg4 7.Kh3 8.g2 9.Kx4-f3[CYh3] 10.Ke2 11.Kxe1-h4[Be2] CYg3# K-circuit.

Finally a little extra, rather like no.9 above:

Fairings 19/13: White Ka8 Qe2 Sa3 Black Kc1 Pc4; ser-h#7\* T&M+Couscous 1...Qxc4-c3[d1=R]# 1.c3 2.c2 3.Kb2 4.Ka1 5.c1=B 6.Bxa3-c4[Sf8] 7.Be6 Sxe6-b3 [Bb1]# This time we have a change of promoted blocker and blocking square.

## Definitions

**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.

**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.

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

**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.

**Grasshopper-3 G3:** As G, but hopping 3 squares past 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.

**Lion LI:** a grasshopper which can move to *any* square beyond the hurdle. **Rook-lion RL:** a lion limited to rook lines.

**Charybdis CY:** 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 *diagonal* square (the diagram symbol of a sideways B being a hint in this respect). Thus the charybdis captures like a locust. Its move may be blocked by the presence of a friendly (=uncapturable) unit on an adjacent diagonal square.