FAIRINGS… Nº 21: February 2012

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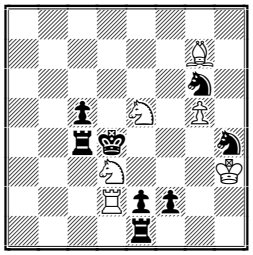
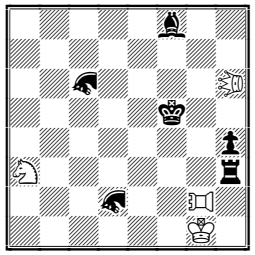
An unusual issue: contributions from visitors (welcome!) and 30 originals by me. For part b see below. Definitions are on page 4. Best wishes to all!

1.



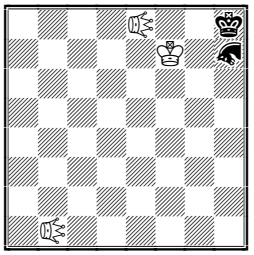
h#2 2 solutions
Take&Make

2.



h#2½ 2 sols PWC
(1,5/5,1)-leaper
Q-/R-locust

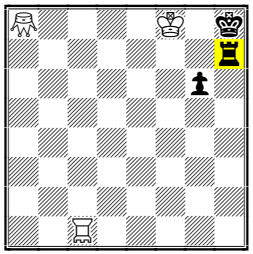
3.



h#5 2 solutions
bison
grasshopper-3

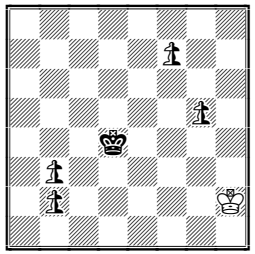
1 1.Kxd3-c1 Kxh4-f3 2.Kxd2-d4 Sxg6-f4# & 1.Kxe5-f7 Kxh4-f5 2.Kxg7-d4 Sxe1-d1# T&M "paradoxes" are rapidly becoming normal! **2** 1...Kf1 2.Rxa3[Sh3](Bxa3?) Lxc6-b6[15h6] 3.Bd6 Lxd6-e6[Bb6]# & 1...Kf2 2.Bxa3[Sf8](Rxa3?) Lxd6-c1[15h6] 3.Re3 Lxe3-f4[Rc1]# WK dual avoidance; the use of the 15 makes for an economical position. **3** 1.BIe6 G3e8-e3 2.BIb5 G3b8 3.BId8 G3g8 4.BIe5 G3e3-e8 5.BIh7 G3b8# & 1.BIe5 Kf6 2.BId8 G3e8-a8 3.BIb5 G3b8 4.BIe6 Kf7 5.BIh7 G3a8-e8# One bison round trip reverses the other, with distinct G3 switchbacks (underlined).

4.



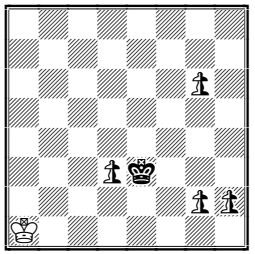
h#5 2 sols R-hopper
grasshopper
chameleon Rh7

5. Boris Shorokhov



ser-h#4
CouscousCirce
neutral P

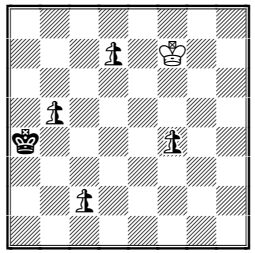
6. CJF & Geoff Foster



ser-h#4
CouscousCirce
neutral P

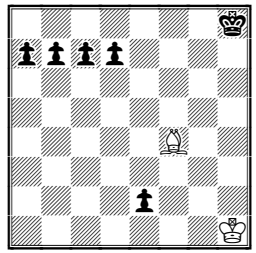
4 1.cRa7=Q Ga6 2.cQe3=S Gh6 3.cSf1=B RHg1 4.cBh3=R Gf6 5.cRh7=Q RHg7# & 1.cRb7=Q Gc6 2.cQg7=S RHc7 3.cSe6=B Gf6 4.cBh3=R Kf7 5.cRh7=Q+ RHg7# Two chameleon circuits without twinning. **5** 1.nPb1=nQ 2.nQxb3 [nPd8=nS] 3.nSxf7 [nPg8=nR] 4.nSd6 nRxg5[nPa1=nB]# The first such ser-h# starting with a nQ promotion; a clever **qSRb** sequence which was an inspiration for part b! **6** 1.Kxd3 [nPe8=nB] 2.nPg1=nB 3.nPxg1=nB[nBf8] 4.nBb4 nBxg6[nPf1=nB]# Compare no.**7**.

7. Boris Shorokhov



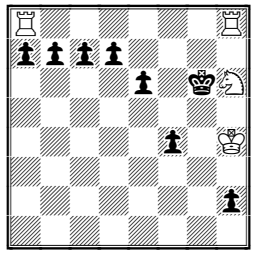
ser-h#4 CouscousCirce
neutral P

8.



ser-h#25 ABC

9.



ser-h#26 ABC

7 1.nPc1=nB 2.nBxf4[nPf8=nB] 3.nBc7 4.Kxb5[nPe8=nB]+ nBxd7[nPf1=nB]# Two sequences (**Bbbb** in **6; bBBb** in **7**) both including a K-move and leading to delightful all-B mates! **8** 1.a5 5.a1=B 6.Be5 7.b5 11.b1=B 12.Bh7 13.c5 17.c1=B 18.Be3 19.d5 23.d1=B 24.Bb3 25.Bg8 Bxe5# **9** 1.a5 5.a1=R 6.Rh1 7.b5 11.b1=R 12.Rbg1 13.c5 17.c1=R 18.Rcf1 19.d5 23.d1=R 24.Rd7 25.Rg7 26.e5 Ra6# Three of the four R-promotions in this problem require subsequent hideaways. Yes, ABC makes series composing easy, but not *quite* as easy as you might initially think. There is undoubtedly further scope in it.

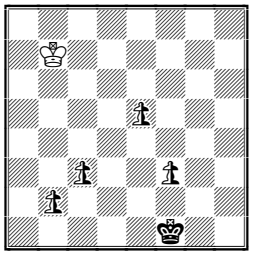
Introduction to *Fairings* 21 part b:

Readers may remember the series of CouscousCirce neutral-AUW helpmates in 2 in *Fairings* 8&9 (2010). As **5** (above) shows, the same 6-unit task can be shown in ser-h# form. Inspired by correspondence with this issue's visitors, I set out to show *all 24 possible orders of promotions in the minimum ser-h#3 form*. The results appear below. Most are easy to solve from the diagram using the promotion sequence given, but complete solutions appear on page 3.

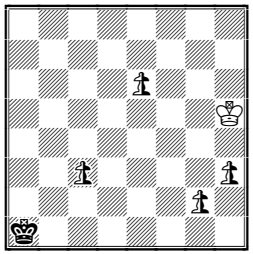
In a sense this group is a single composition, necessarily involving similarities between some of the parts, not least because the number of possible mate positions is limited. Perhaps most interesting in themselves, however, are problems 5, 9 and 17.

All problems are ser-h#3 CouscousCirce. The order and rank of promotions is given: lower/UPPER-case = promotions on bottom/TOP rank of the board.

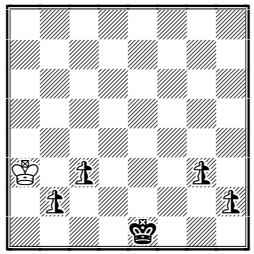
F21b/1. sBRq



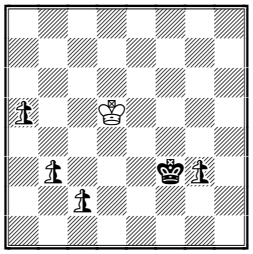
F21b/2. sBQr



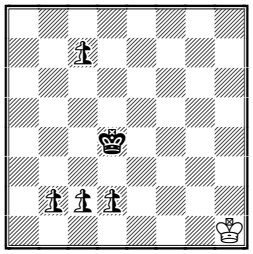
F21b/3. sRBq



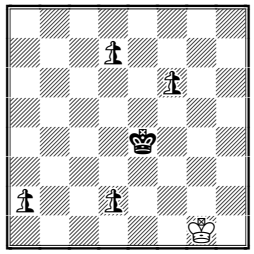
F21b/4. sRQb



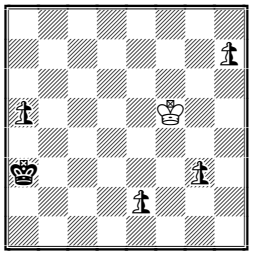
F21b/5. sqBR



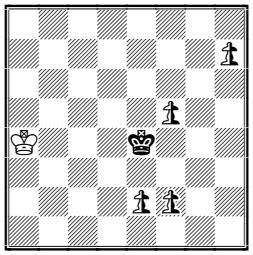
F21b/6. sqRb



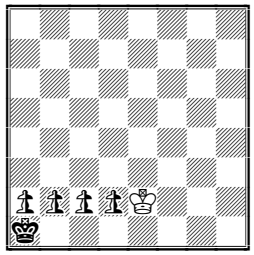
F21b/7. bSRq



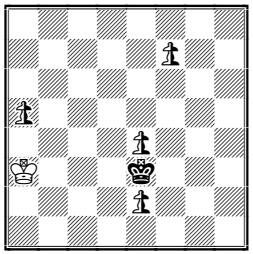
F21b/8. bsQr



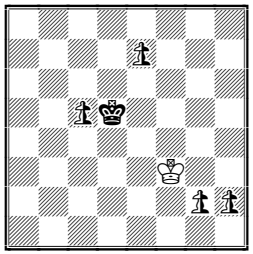
F21b/9. brsq



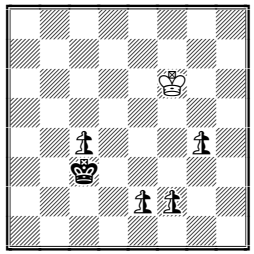
F21b/10. bRQs



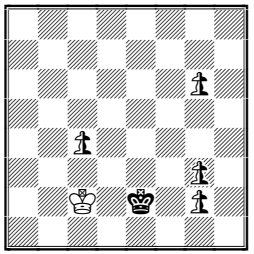
F21b/11. bqSr



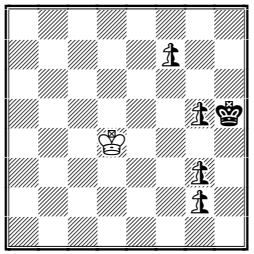
F21b/12. bQRs



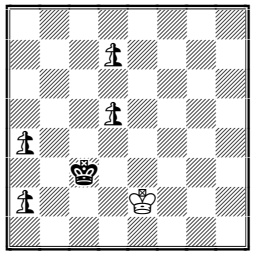
F21b/13. rSBq



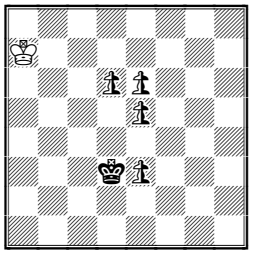
F21b/14. rSQb



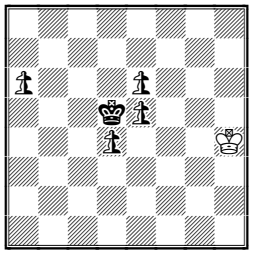
F21b/15. rBSQ



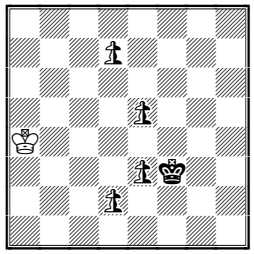
F21b/16. RBQs



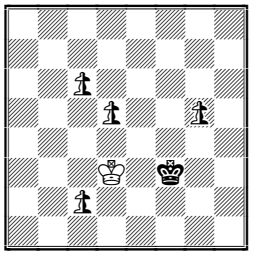
F21b/17. RQSb



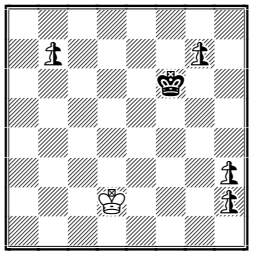
F21b/18. rQBs



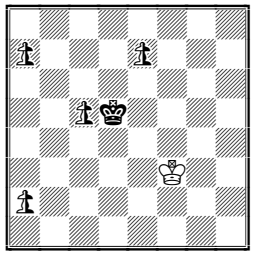
F21b/19. qSBr



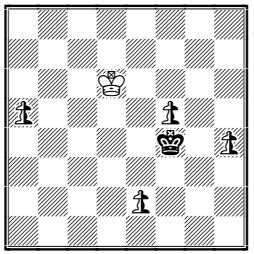
F21b/20. qSRb



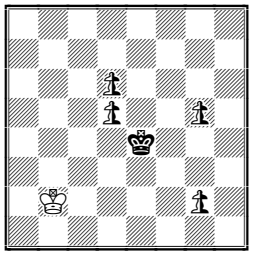
F21b/21. qBSr



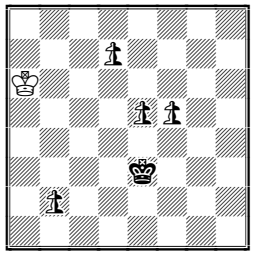
F21b/22. qBRs



F21b/23. qRSb



F21b/24. qRBs



Fairings 21b Solutions

F21b/1
1.nPb1=nS 2.nSxc3[nPb8=nB] 3.nBxe5[nPf8=nR] nRxf3[nPh1=nQ]#

F21b/2
1.nPg1=nS 2.nSxh3[nPg8=nB] 3.nBxe6[nPc8=nQ] nQxc3[nPd1=nR]#

F21b/3
1.nPh1=nS 2.nSxg3[nPb8=nR] 3.nRxb2[nPh8=nB] nBxc3[nPc1=nQ]#

F21b/4
1.nPc1=nS 2.nSxb3[nPg8=nR] 3.nSxa5[nPb8=nQ] nQxg3[nPd1=nB]#

F21b/5
1.nPd1=nS 2.nPb1=nQ 3.nQxc2[nPd8=nB] nPxd8=nR[nBa1]#

F21b/6
1.nPd1=nS 2.nPa1=nQ 3.nQxf6[nPd8=nR] nRxd7[nPh1=nB]#

F21b/7
1.nPe1=nB 2.nBxa5[nPf8=nS] 3.nSxh7[nPg8=nR] nRxg3[nPa1=nQ]#

F21b/8
1.nPf1=nB 2.nPxf1=nS[nBg8] 3.nBxh7[nPc8=nQ] nQxf5[nPd1=nR]#

F21b/9
1.nPc1=nB 2.nPd1=nR 3.nPx1=nS[nBb8]+ nSxa2[nPb1=nQ]#

F21b/10
1.nPe1=nB 2.nBxa5[nPf8=nR] 3.nRxf7[nPa8=nQ] nQxe4[nPd1=nS]#

F21b/11
1.nPg1=nB 2.nPxg1=nQ[nBd8] 3.nBxe7[nPf8=nS] nQxc5[nPd1=nR]#

F21b/12
1.nPf1=nB 2.nBxe2[nPc8=nQ] 3.nQxg4[nPd8=nR] nQxc4[nPd1=nS]#

F21b/13
1.nPg1=nR 2.nRxg3[nPh8=nS] 3.nSxg6[nPg8=nB] nBxc4[nPf1=nQ]#

F21b/14
1.nPg1=nR 2.nRxg3[+nPh8=nS] 3.nSxf7[nPg8=nQ] nQxg5[nPd1=nB]#

F21b/15
1.nPa1=nR 2.nRxa4[nPa8=nB] 3.nBxd5[nPc8=nS] nPxc8=nQ[nSd1]#

F21b/16
1.Kxe3[nPe8=nR] 2.nRxe6[nPa8=nB] 3.nRxd6[nPh8=nQ]
nQxe5[nPd1=nS]#

F21b/17
1.Kxd4[nPe8=nR] 2.nRxe6[nPa8=nQ] 3.nQxa6[nPd8=nS]
nRxe5[nPa1=nB]#

F21b/18
1.nPd1=nR 2.Kxe3[nPe8=nQ] 3.nRxd7[nPa8=nB] nQxe5[nPd1=nS]#

F21b/19
1.nPc1=nQ 2.nQxg5[nPd8=nS] 3.nSxc6[nPg8=nB] nBxd5[nPf1=nR]#

F21b/20
1.nPh1=nQ 2.nQxh3[nPd8=nS] 3.nSxb7[nPg8=nR] nRxg7[nPa1=nB]#

F21b/21
1.nPa1=nQ 2.nQxa7[nPd8=nB] 3.nBxe7[nPf8=nS] nQxc5[nPd1=nR]#

F21b/22
1.nPe1=nQ 2.nQxa5[nPd8=nB] 3.nBxh4[nPf8=nR] nQxf5[nPd1=nS]#

F21b/23
1.nPg1=nQ 2.nQxg5[nPd8=nR] 3.nRxd6[nPh8=nS] nRxd5[nPh1=nB]#

F21b/24
1.nPb1=nQ 2.nQxf5[nPd8=nR] 3.nRxd7[nPa8=nB] nQxe5[nPd1=nS]#

Definitions

ABC (Alphabetical Chess): The squares are considered in the order a1, a2...a8, b1...b8, c1 and so on to h8. At each turn, only the unit standing on the square which comes earliest in this order may move. However check and mate are normal.

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.

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 (**P**latz**W**echsel**C**irce): 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.

T&M (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" step. Promotions at the end of the "make" step are normal.

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.

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.

Bison BI: a leaper which combines camel [= (1,3/3,1)-leaper] and zebra [= (2,3/3,2)-leaper].

Ibis 15: "Ibis" is sometimes used as the name for a (1,5/5,1)-leaper.

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.

(Q-)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.

Note on computer testing in *Fairings*:

Problems in *Fairings* are tested by Popeye wherever possible, including all the ones in this issue. Earlier issues have featured problems with the gryphon (B+P) and with the helpdoublecheck stipulation, neither of which is supported by Popeye. Those problems were tested by Fairybadix.

Thanks to Petko Petkov for prompting the above statement; he and I agree that all chess problem publications should make similar declarations about their testing practice.