

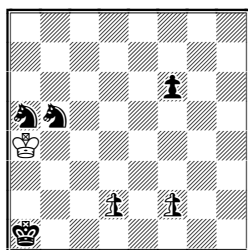
# FAIRINGS...

## N° 22: February 2012

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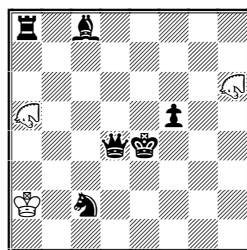
Two issues in the same month? – I could not resist publishing on a day which does not come every year: Feb.29<sup>th</sup>! Welcome to visitors again. In **6** there is full length set play. Please at least play through **12**: I believe that it shows something very strange. For definitions see p.2. Best wishes to all.

1. for Pierre



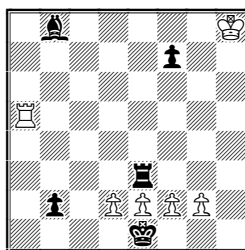
h#2 2 solutions  
SuperCircé neutral P ♠

2. P.Tritten & CJF



h#2 2 solutions  
SuperCircé gnu ♘

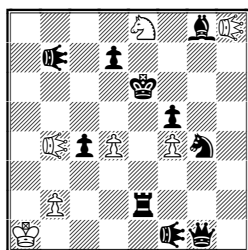
3.



h#2 3 solutions  
Take&Make

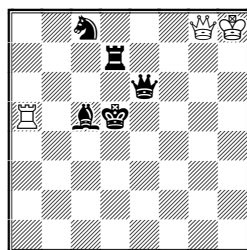
**1** 1.nPd1=nB+ Kxb5[bSa2] 2.nPf1=nQ+ nQxd1[nBd4]# 1.Sb3 Kxb3[bSc2] 2.nPd1=nS nSxf2[nPc1=nR]# nAUW. **2** 1.Sa3 GNxf5[bPf4] 2.Kxf5[wGNd7] GNxd4[bQg4]# & 1.Ba6 GNxd4[bQc5] 2.Kxd4[wGNf2] GNxf5[bPd5]# Pierre was introduced to the gnu by me and he introduced me to SuperCircé. **3** 1.Bg3 fxg3-b8=Q 2.Kxd2-d4 Qb4#, 1.Rd3 exd3-d8=Q 2.Kxf2-f4 Qh4# & 1.Rc3 dxc3-c8=Q 2.Kxe2-e4 Qc4# Cyclic Zilahi.

4.



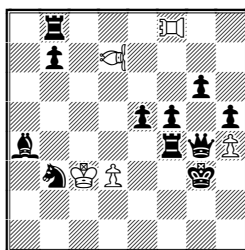
h#2 b) ♠ f5>f7  
moose ♁♁

5.



h#3 ABC  
b) reflect a1<—>h1

6.

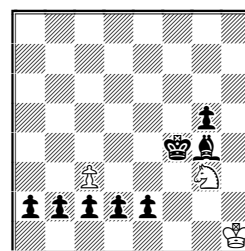


h#4½ (& set h#4)  
R-/B-locust ♁/♁

**4** a) 1.Se5(Re5?) fxe5(dxe5?) 2.d5(d6?) exd6# b) 1.Re5(Se5?) dxe5(fxe5?) 2.f5(f6?) exf6# *En passant* is not too obvious, I hope? **5** a) 1.Sb6 Rxc5+ 2.Kd6 Rc6+ 3.Ke7 Rxe6# b) 1.Qc7 Qb4 2.Qd6 Qf4+ 3.Ke6 Qxf5# ABC is unsuited to modern-style h#, but the twinning amuses me. **6** Set: 1.Qe2 LBxf5-g4 2.Bc6 LBxe2-d1 3.Kg4 LBxb3-a4 4.Kg4-f5 LBxc6-d7# & Sol: 1...Kb2(Kc2?) 2.Rc4 LRxf5-f4 3.Re8 LRxc4-b4 4.Kf4

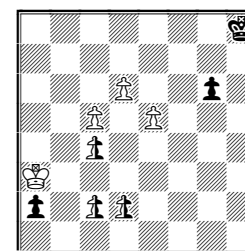
LRxb7-b8 5.Kf4-f5 LRxe8-f8# Round trips & pinmates.

7.



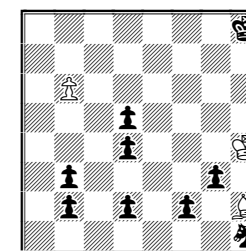
ser-h#14 ABC

8.



ser-h#16 2 solutions  
ABC neutral P ♠

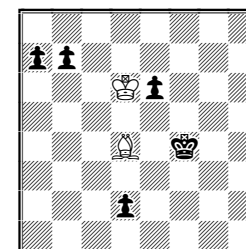
9.



ser-h#22 ABC

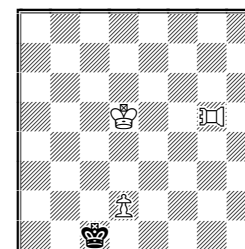
**7** 1.a1=S 2.Sb3 3.b1=S 4.Sxc3 5.Sd4 6.c1=S 7.Sd3 8.Se4 9.d1=S 10.Se3 11.Se5 12.Sf5 13.e1=S 14.Sf3 Se2# 5 promotions to BS. **8** 1.a1=S 2.Sb3 3.Sa5 4.Sc6 5.nPc1=nR 6.nRxc4 7.nRf4 8.Se7 9.nPd1=nQ 10.nQd5 11.nQf7 12.Sg8 13.nRb4 14.nRb8 15.nRf8 16.nQa2+ nQxg8# & 1.a1=B 2.Bxe5 3.nPc1=nR 4.nRf1 7.nPc1=nR 8.nRce1 9.nPd1=nQ 10.nQd5 11.nQf7 12.nRe2 13.nRef2 14.Bh2 15.nRh1 16.nRa2+ nRxb2# ABC-specific line-manoeuvres with boomerang play featuring a2. **9** 1.b1=B 2.Bh7 3.b2 4.b1=B 5.Bg6 6.d1=B 7.Bh5 8.d3 9.d2 10.d1=B 11.Bg4 12.d4 13.d3 14.d2 15.d1=B 16.Bb3 17.Bg8 18.f1=B 19.Bh3 20.g2 21.g1=B 22.Bxb6 Be5# 7 promotions to BB.

10. K.&W.Seehofer



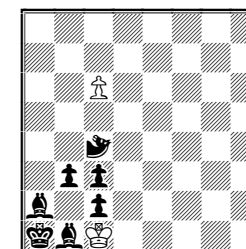
ser-h#24 ABC

11.



ser-h#30 2 solutions  
PWC R-locust ♁

12.



ser-h#48 PWC  
antelope ♁

**10** 1.a5 5.a1=Q 6.Qb1 7.Qh7 8.b5 12.b1=B 13.Bg6 14.d1=B 15.Bh5 16.e5 20.e1=R 21.Re7 22.Rg7 23.Kg5 24.Kh6 Be3# Nice ABC-specific timing from son & father Ken & Wilfried. **11** See p.2! **12** 1.ANf8 2.ANb5 3.ANf2 4.ANxc6[Pf2] 5.ANg3 6.ANd7 7.ANa3 8.ANe6 9.ANh2 10.ANd5 11.ANg1 12.ANc4 13.ANf8 14.ANb5 15.ANxf2 [Pb5] 16.ANc6 17.ANg3 18.ANd7 19.ANa3 20.ANe6 21.ANh2 22.ANd5 23.ANg1 24.ANc4 25.ANf8 26.ANxb5[Pf8=AN] 27.ANf2 28.ANc6 29.ANg3 30.ANd7 31.ANa3 32.ANe6 33.ANh2 34.ANd5 35.ANg1 36.ANc4 37.ANxf8[ANc4] 38.ANb5 39.ANf2 40.ANc6 41.ANg3 42.ANd7 43.ANa3 44.ANe6 45.ANh2 46.ANd5 47.ANg1 48.ANxc4[ANg1] ANg1-d5# Four times in succession the same 12-step AN round trip!

### Solution to no.11

1.Kc2 2.Kxd2[Pe2] 3.Kc3 4.Kxc2[Pc3] 5.Kb3 6.Kxc3[Pb3] 7.Kb4 8.Kxb3 [Pb4] 9.Ka4  
10.Kb5 11.Kxb4[Pb5] 12.Ka5 13.Kb6 14.Kxb5[Pb6] 15.Ka6 16.Kb7 17.Kxb6[Pb7]  
18.Kc7 19.Kxb7[Pc7] 20.Kc8 21.Kd7 22.Kxc7[Pd7] 23.Kd8 24.Ke7 25.Kf6 26.Kxg5  
[Lrf6] 27.Kh6 28.Kg7 29.Kxf6[LRg7] 30.Ke7 d8=Q# &  
1.Kd1 2.Ke2 3.Kxd2[Pe2] 4.Ke3 5.Kxe2[Pe3] 6.Kf3 7.Kxe3[Pf3] 8.Kf4 9.Kxg5  
[Lrf4] 10.Kh4 11.Kg3 12.Kxf4[LRg3] 13.Ke3 14.Kf2 15.Kg1 16.Kh2 17.Kxg3  
[LRh2] 18.Kf4 19.Kxf3[Pf4] 20.Kg4 21.Kf5 22.Kxf4[Pf5] 23.Kg5 24.Kf6 25.Kxf5  
[Pf6] 26.Kg6 27.Kf7 28.Kxf6[Pf7] 29.Kg7 30.Kh8 f8=Q#

The BK circles his white counterpart in both directions. The individual piece-shuffle sections (e.g. moves 3-7 in the second solution) come naturally in PWC, but putting them together is trickier, and arranging two solutions of equal length requires quite a lot of work.

## Definitions

**SuperCirce:** A captured unit is replaced on any vacant square. Pawns on their first rank are immobile. Pawns replaced on a promotion square promote immediately.

**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.

**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.

**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.

**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.

**Gnu GN:** a leaper combining camel [= (1,3/3,1)-leaper] and knight.

**Antelope AN:** a (3,4/4,3) leaper, e.g. a1>d5 or a1>e4.

**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.

**Moose M:** a grasshopper which pivots 45° (to either side) at the hurdle.

**(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/B-Locust LR/LB:** a locust confined to R- or to B-lines.

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Note on computer testing in *Fairings*:

Problems in *Fairings* are tested by Popeye wherever possible, including all the ones in this issue.

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