

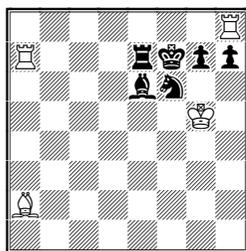
FAIRINGS...

N° 23: March 2012

C.J.Feather 10 Tinwell Road STAMFORD PE9 2QQ UK [christopher.feather@btinternet.com]

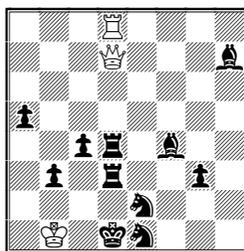
More ABC, but plenty of other things too. Welcome to visitors again. The asterisk in **10** denotes a set mate in 1. Because it was finished on the 21st, **12** is dedicated to JSB-327. For definitions see page 2. Best wishes to all.

1.



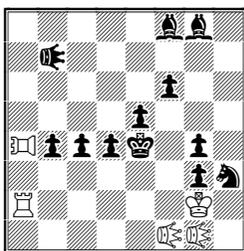
h#2 ABC
b) reflect a1←→a8

2.



h#2 2 solutions
Take&Make

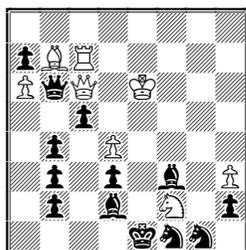
3.



h#2 2 solutions
siren ♖♗ ♘-lion ♙

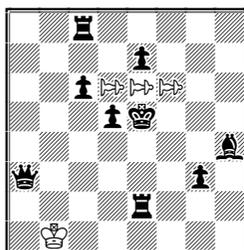
1 a) 1.Bxa2 Raa8 2.Be6 Raf8# b) 1.Rxa2 Bb8 2.Re2 Bg3# Zilahi and switchbacks using ABC-friendly twinning. **2** 1.Bb8 Rxb8-d6 2.Re4 Rxd3-d2# & 1.Bg8 Rxc8-d5 2.Re3 Rxd4-d2# Redoublings. Trying 2...Qd2?? fails, e.g. to 3.Kxd2-b4. **3** 1.Sif7 Sfxc4-b5 2.Ke3 Sfxb4-b3# & 1.Sie7 Sfxd4-c5 2.Kd3 Sfxb4-a3# Interferences and pinmates.

4.



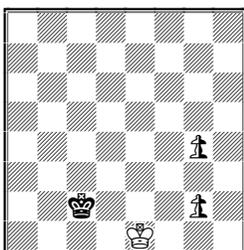
h#2 b) ♗f2>d1
Take&Make

5.



h#3 3 solutions
berolina P ⇄

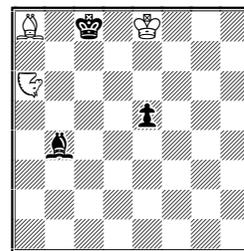
6. Geoff Foster



h#3½ b) ♗g2>g7
Couscous neutral P ♗

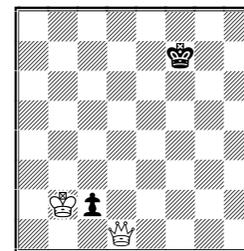
4 a) 1.Qxc7-c8 Qxc8-a8 2.Kxf2-h1 Bxf3-g2# b) 1.Qxb7-a8 Qxa8-c8 2.Kxd1-c3 Rxc5-c4# T&M-specific redoublings as in problem 2 above. **5** 1.Bxf6 BPxe7 2.Ke6 BPd8=Q 3.Re5 Qd7#, 1.Kxe6 BPe7 2.Kd7 BPb8=Q 3.Ke8 Qxc8# & 1.Kxd6 BPg7 2.Bf6 BPf8=Q 3.Be5 Qxe7# Cyclic Zilahi. **6** a) 1...Kf2 2.Kb1 Kxg2[nPe1=nR]+ 3.nRe2+ Kg3 4.Ka1 Kxg4[nPe1=nR]# b) 1...nPg8=nQ 2.Kd3 nQxg4[nPd1=nS] 3.nSc3 nSe4 4.Ke3 nQxe4[nSd1]# Another remarkable 4-unit work from Geoff. Surprising sequences unified by repeated rebirths on e1/d1, and amusing twinning.

7.



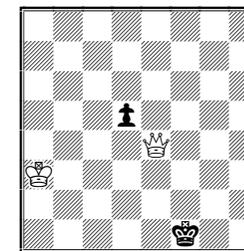
helpself#4 2 sols
PWC nightrider ♞

8.



ser-h#7 b) ♗d1>g1
PWC + ABC

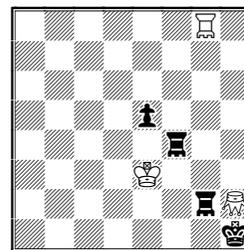
9.



ser-h#10 2 solutions
PWC + ABC

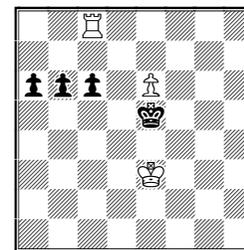
7 1.Bh1 e4 2.Bxe4[Ph1=Q] Qh7 3.Bd5 Qb7 4.Be6+ Qd7# & 1.Ng3 Bd6 2.Nc1 Bb8 3.Nxe5[Pc1=Q] Qc7 4.Ng6+ Qe7# PWC-specific pinmates in a light setting with B/N change of functions. **8** a) 1.cxd1=B[Qc2] 2.Bxc2[Qd1] 3.Ba4 4.Bxd1 [Qa4] 5.Bh5 6.Ke7 7.Kd8 Qd7# b) 1.c1=R 2.Ra1 3.Rxg1[Qa1] 4.Kg8 5.Rg7 6.Ra7 7.Rxa1[Qa7] Qg7# This and the next two hint at some interesting possibilities arising when fairy conditions are combined. **9** 1.d4 4.d1=B 5.Bb3 6.Bd5 7.Bxe4[Qd5] 8.Bb1 9.Ba2 10.Bxd5[Qa2] Qf2# with consecutive P=B & B round trips (d5-d4-d3-d2-d1-b3-d5 & d5-e4-b1-a2-d5) & 1.dxe4[Qd5] 2.e3 4.e1=S 5.Sd3 6.Sb4 7.Sxd5[Qb4] 8.Sc3 9.Sa2 10.Sxb4[Qa2] Qf2# with overlapping P=S & S round trips (d5-e4-e3-e2-e1-d3-b4-d5 & b4-d5-c3-a2-b4).

10.



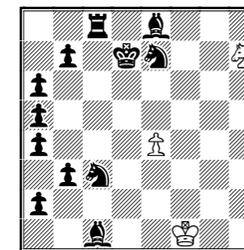
ser-h#12* T&M+PWC
G ♗-hopper ♙ ♘

11. W.&K. Seehofer



ser-h#23 ABC

12.



ser-h#30 ABC

10 Set: 1...Gxe5-e4[Ph2]# Sol.: 1.e4 2.Kxh2-e5[Gh1] 3.Kf6 4.RHf7 5.Kg7 6.RHh7 7.Kf8 8.Kxg8-g1[RHf8] 9.Kxh1-h8[Gg1] 10.Kg7 11.RHg8 12.Kh8[RHg7] Gd4# The frantic activity of the BK is (I hope) rather surprising. **11** 1.a5 5.a1=Q 6.Qd1 7.b5 11.b1=S 12.Sc3 13.Se4 14.c5 18.c1=R 19.Rc6 20.Re6 21.Qd8 22.Qf6 23.Sd6 Rc5# Careful positioning after the promotions in another neat miniature from the Hamburg father & son duo. **12** 1.a1=Q 2.Qa3 3.Qd6 4.a3 6.a1=Q 7.Qa4 8.Qac6 9.a4 12.a1=Q 13.Qa5 14.Qd8 15.a5 19.a1=Q 20.Qaa5 21.Qac7 22.b2 23.b1=Q 24.Qbxe4 25.b5 29.b1=Q 30.Qbb6 Sf8# Even in ABC the task of 6 BQ promotions is a tricky one.

Definitions

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

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.

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 (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.

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.

Siren SI: Moves as Q, but captures by hopping over and removing an adverse unit, landing on the next (necessarily empty) square, i.e. it captures like a locust.

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.

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

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

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

Note on computer testing in *Fairings*:

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