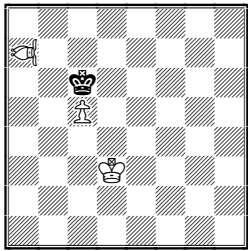
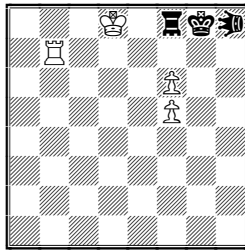


16.



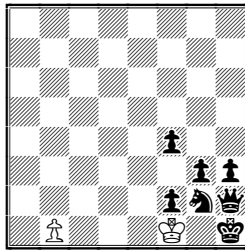
sh#15 b) a7=> pao
PWC vao ♗

17.



sh#16 * b) h8=>RH
G-3 ♖ rookhopper ♖

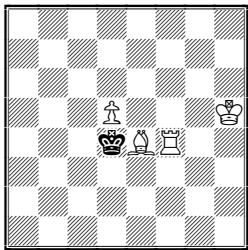
18.



sh#20 PWC

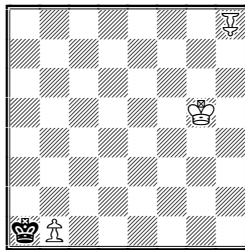
16 a) 1.Kxc5[Pc6] 2.Kb6 3.Kxa7[VAb6] 6.Kxc6[Pc7] 7.Kxb6[VAc6] 10.Kxc6[VAd5] 12.Kxc7 [Pb7] 14.Kxb7[Pb8S] 15.Ka8 Sc6# b) 1.Kb5 2.Kxc5[Pb5] 4.Kxb5[Pb4] 7.Kxb4[Pb3] 10.Kxb3 [Pb2] 13.Kxb2[Pb1] 15.Kd1 PAa1# The idea was moving the P first upwards and then down.
17 Set: 1...Rg7# in both. a) 1.G3c3 2.RHc8 3.RHc2 4.RHc4 5.G3c7 7.Kxf6 8.Ke5 9.G3h2 10.Kf4 11.RHg4 12.Kg3 13.RHg2 15.Kg1 16.Kh1 Rb1# b) 1.RHxf5 2.RHf7 4.Kh6 5.RHh5 6.RHh7 7.RHe7 8.RHg7 9.RHh7 10.RHh5 11.Kh7 12.RHh8 14.Kf8 15.RHe8 16.RHg8 fxg7#
18 1.Se1 2.Sc2 3.Sa3 4.Sxb1[Pa3] 5.Sc3 6.Sb5 7.Sxa3[Pb5] 8.Sc4 9.Sd6 10.Sxb5[Pd6] 11.Sc7 12.Se8 13.Sxd6[Pe8S] 14.Sxe8[Sd6] 15.Sf6 16.Se4 17.Sxd6[Se4] 18.Sf5 19.Sh4 20.Sg2 Sxf2 [Pe4]# A long round trip by the BS, with an appropriate white pawn promotion.

19.



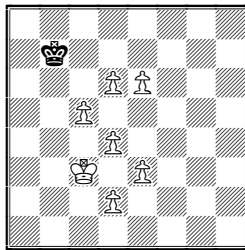
sh#32 PWC

20. Jacob's ladder



sh#36 PWC moose ♁

21.



sh#103 PWC

19 1.Ke5 2.Kxf4[Re5] 7.Kxe5[Rd6] 9.Kxe4[Bd4] 12.Kxd4[Bc4] 14.Kxc4[Bc5] 16.Kxc5[Bb5] 17.Kxd6[Rc5] 20.Kxc5[Rd4] 22.Kxb5[Bb6] 25.Kxb6[Bb7] 27.Kxb7[Bc7] Kf5 Rf4# A white rook round trip is not a common event in a serieshelpmate...
20 1.Ka2 2.Kxb1[Pa2] 5.Kxa2[Pa3] 8.Kxa3[Pa4] 11.Kxa4[Pa5] 14.Kxa5[Pa6] 17.Kxa6[Pa7] 20.Kxa7[Pa8B] 21.Kxa8[Ba7] 24.Kxa7[Ba6] 27.Kxa6[Ba5] 30.Kxa5[Ba4] 33.Kxa4[Ba3] 36.Ka1 Bb2# What goes up... Readers will have noticed how PWC lends itself to round trips!
21 1.Kc6 6.Kxe6[Pf6] 8.Kxf6[Pf5] 10.Kxf5[Pg5] 12.Kxg5[Pg4] 15.Kxg4[Pg3] 17.Kxg3[Pf3] 19.Kxf3[Pf2] 21.Kxf2[Pe2] 24.Kxe2[Pd1] 35.Kxd1[Pc1] 46.Kxc1[Pb1] 57.Kxb1[Pa2] 68.Kxa2 [Pa3] 79.Kxa3[Pa4] 92.Kxa4[Pa5] 95.Kxa5[Pa6] 102.Kxa6[Pa7] 103.Kb7 a8Q# Could be lengthened (in any case nowhere near the record!) but once again I wanted the BK to return home after his travels.

FAIRINGS...

unorthodox help-problems by

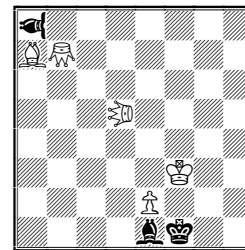
C.J.Feather 10 Tinwell Road STAMFORD PE9 2QQ England [cfeather@ukonline.co.uk]

N° 3: August 2009

As before, this issue is arranged as two sheets, for printing back-to-back, thus producing four pages when folded down the middle. However, it should be easy to edit it with a word-processor if desired. Best wishes to all.

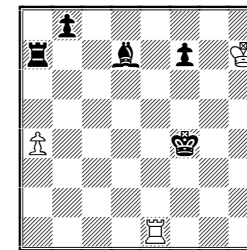
Definitions: See previous issues F1 & F2 as indicated. **Leo LE:** Combines **Vao VA** (F1) & **Pao PA** (F2). **Grasshopper G:** see F1. **PWC** (PlatzWechselCirce): Captured units reappear on the square just vacated by the capturer. Pawns appearing on their 1st rank have no moving or checking power until reactivated by another capture; those appearing on their 8th promote at once, at the choice of their own side. **Neutrals:** see F1. **Grasshopper-2 & -3 G2/G3:** see F2. **Nereid ND, Triton TR & Siren SI** (marine pieces): see F1. **Locust L** (properly, I suppose, Q-Locust): Combines **R- & B-locust LR/LB** (see F2). **Double Grasshopper DG:** Its move consists of two consecutive G-hops, changing direction if desired (e.g. DGd7-b5 in 7). Null moves and captures on the first hop are not allowed. **Fersrider FR:** Moves *exactly* as a B. In 13, featuring **Circe** (see F2) the use of the FR rather than a B is a big hint! **Nightriderhopper NH:** Hops, on a straight line of knight moves, to the next square beyond any one unit, e.g. NHa2-g5, provided that c3 is vacant and e4 occupied. **Rookhopper RH:** see F2. **Moose M:** see F1.

1.



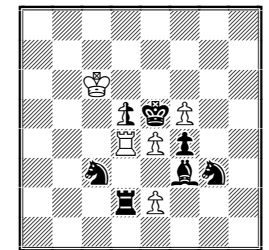
h#2 * leo ♁
vao ♗ grasshopper ♖

2.



h#2 4 solutions
PWC

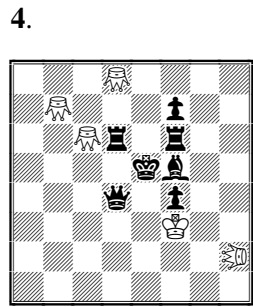
3.



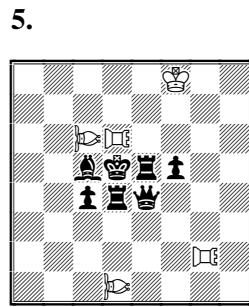
h#2 4 solutions
PWC neutral pawn ♖

SOLUTIONS:

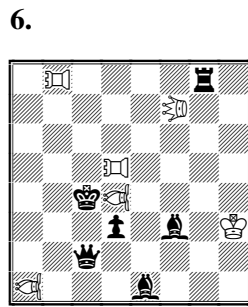
1 Set: 1...Ge4 2.VAx4 LEd3# Solution: 1.VAx5 Bb6 2.VAc6 Gb5# Appetiser with Zilahi.
2 1.Rxa4[Pa7] axb8Q[Pa7] 2.Kf3 Qg3#, 1.Ra8 Kh6 2.Rxa4[Pa8Q] Qf3#, 1.Bxa4[Pd7] d8Q [Pa7] 2.Kf5 Qg5# & 1.Be8 Rg1 2.Bxa4[Pe8Q] Qe4# Four Q-promotions on different squares.
3 1.Sh5 exf3[Be2] 2.Sf6 Rxd5[nPd4]#, 1.nPxe4[Pd5] f6 2.Sf5 Rxe4[nPd4]#, 1.Rxe2[Pd2] Rd3 2.Kxe4[Pe5] Rxd5[nPd3]# & 1.Bxe2[Pf3] nPd6 2.Bd3 Rxd6[nPd4]# Mates by nP-reappearance, twice with (necessary) double check and twice with single check mates, in TF-style.



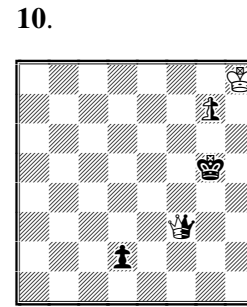
h#2 4 solutions
G ♖ G-2 ♗



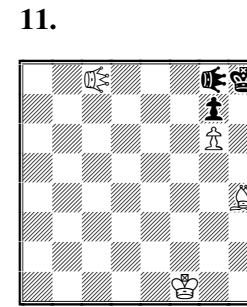
h#2 2 solutions PWC
triton ♞ nereid ♞



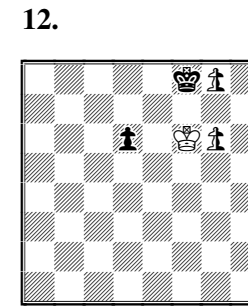
h#2 b) Lf7>e4 PWC
Q-/R-/B-locust ♗/♞/♞



h#3 Circe b) Sf3>f8
c)>b2 d)>d3 e) &Kh8>g8
neutral: siren ♗, pawn ♖

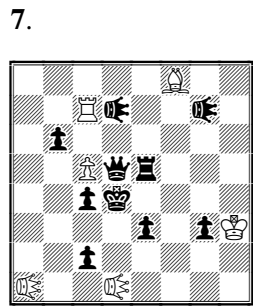


h#4 *
double grasshopper
♗♞

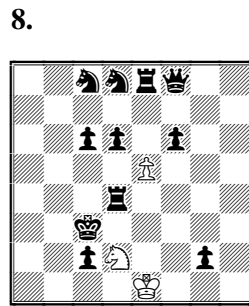


h#4 2 solutions
PWC
neutral pawn ♖

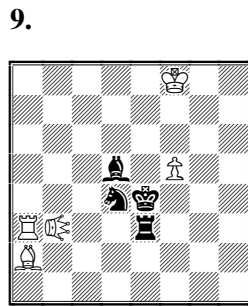
4 1.Re6 Gd3 2.Rd6 Gbg3#, 1.Qb4 Gb3 2.Qd4 Gdg3#, 1.Bh3 G2h5 2.Bf5 Gg5# & 1.Rh6 G2h8 2.Rf6 Gg7 # Black switchbacks, and pinmates with the G2 as pinner, again rather TF-like.
5 1.Rxd1[NDD4] TRd2 2.Ba7 NDb6# (2.Bb6 NDxb6-a7[Bd4]?) & 1.Qxg2[TRe4] NDF3 2.Re7 TRe6# (2.Re6 NDxe6-e7[Re4]?) Pinmates. Yes, all the white pieces are necessary in each mate-picture; thus e.g. in the first solution the NDC6 guards itself, as does the TRd6 in the other line.
6 a) 1.Rg5 LRxg5-h5[Rd5] 2.Bh4 LRxd5-c5[Rh5]# b) 1.Rg7 LBxg7-h8[Rd4] 2.Bh5 LBxd4-c3[Rh8]# PWC captures by locusts can have interesting effects.



h#2 2 solutions
double G ♗♞



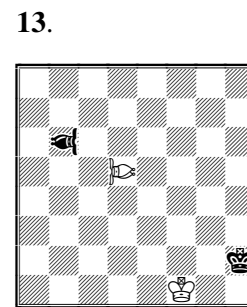
h#2 4 solutions
PWC



h#3 2 solutions
double G ♗♞

7 1.Qe4 DGd1-d8 2.DGd7-b1 Rd7# & 1.Re4 DGa1-h8 2.DGg7-c1 Bg7# (full notation for the DG moves, helping to show which one is moving, as this piece is rather unfamiliar to many). Two-way traffic on the thematic lines (d-file and a1-h8). Mates on previously-vacated squares (let us *please* stop using a h#-hater's name for that effect!). The Pc2 works hard helping to create DG guards on c3/d3, but the Pb6 is unfortunately just there to stop the unwanted check from d8.
8 1.Kd3 exd6[Pe5] 2.Sxd6[Pc8Q] Qh3#, 1.Kb4 e6 2.Sxe6[Pd8Q] Qa5#, 1.d5 exf6[Pe5] 2.Qxf6 [Pf8Q] Qa3# & 1.Rxe5[Pe8Q]+ Kf2 2.Rxe8[Qe5] Qxd4[Re5]# Four different squares not only for the captures of the WP but also for its subsequent promotions.
9 1.Sb5 DGf2 2.Re2 Rf3 2.Sd4 Bxd5# (the DG guards d5 & e5) & 1.Sc2 DGd6 2.Bc6 Be6 3.Sd4 Rxe3# (the DG guards e3 & f4). Two different switchbacks by the S. As you can see, in order to make its presence felt, the DG does not need to make many moves of its own.

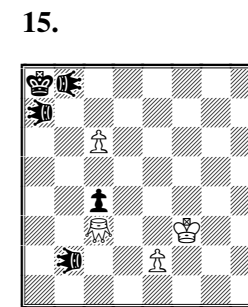
10 a) 1.nSIh1 nPg8nSI+ 2.Kf4 nSIg2 3.Ke3 nSIxg2-f3[nSIg1] b) 1.d1B Kh7 2.Bh5 nPxf8nQ [nSIf1] 3.nQf3 nSIxf3-f4[nQd8]# c) 1.Kf5 nPg8nB 2.nBd5 Kh7 3.nSIb5 nSIxd5-e5[nBc8]# d) 1.Kf6 nPg8nS+ 2.nSe7 nSIh7 3.nSg6+ nSIxg6-f5[nSg8] e) 1.Kh6 Kf7 2.nSIId8 nPg8nR 3.nRg8-g5 nSIxg5-h4[nRh8]# Not merely a 5-fold AUW; the idea was the mates by SI capture and Circe rebirth of each promoted piece. A pity about the twinning for part e) !
11 Set: 1... Bd8# Sol.: 1.DGd8 Bf6 2.DGe7 Be5 3.DGf5 DGxg7 4.DGf7 DGe4# Battery switch..
12 1.d5 Ke5 2.Kxg8[nPf8S] nPg7 3.Kf7 Kd6 4.Ke8 nPxf8nR[nSg7]# & 1.Kxg8[nPf8B] nBxd6[bPf8] 2.nBe5+ Kg5 3.nBh8 nPg7 4.Kh7 nPxx8nQ[nBg7]# AUW with mating re-appearances on the same square.



h#7½
fersrider ♞ B-locust ♞



sh#9 b) NHa2>g3 neutral
P ♖, nightriderhopper ♞



sh#12 * b) a7=> G
G ♗ double G ♗ G-2 ♗

13 1...FRh1 2.Kxh1[FRh8] FRd4 3.LBxd4-e3[FRd8] FRb6 4.LBxb6-a7[FRb8] FRxa7[LBa1] 5.Kh2 FRd4 6.LBxd4-e5[FRd8] FRh4 7.Kh1 FRg3 8.LBxg3-h2[FRg8] FRd5# A FR round trip.
14 a) 1.nPc1nS 2.nSd3 3.nSb4 4.nNHc6 5.nSc2 6.nSd4 7.nNHe2 8.nSf5 9.nSh6 Kg6# and b) 1.nPc1nQ 2.nQc5 3.nNHa6 4.nQc7 5.nNHe8 6.nQc4 7.nNHb2 8.nNHd6 9.nQc2 Kf7#, both parts including a Rundlauf return to c2 by the promoted nP.
15 Set: 1...Ga1# in both parts. a) 1.DGb3 2.G2b5 3.DGa5 4.G2a3 6.Kb6 7.G2b8 9.Ka8 10.G2a7 11.DGb4 12.DGb2 Ga1# The G2b2 & DG change places. b) 1.G2g2 2.G2d5 3.G2a2 4.G2e6 5.G2a6 6.Ga5 7.G2a3 8.G2a7 9.Gd2 10.Gb4 11.Gd4 12.Gb2 Ga1# The G2 & G change places.