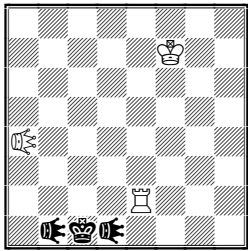
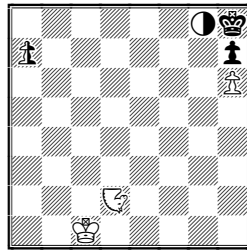


16.



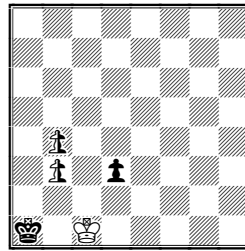
ser-h#11*
Double G ♖♗

17. *Eteroscacco*(?) >sol.!



ser-h#11* Nightrider ♞
neutrals: P ♖ G ♝

18.



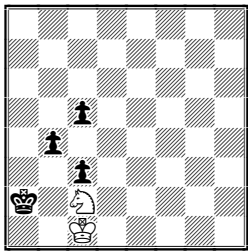
ser-h#16 PWC
neutral P ♖

16 1...Ra2# 1.DGf8 2.DGf3 3.DGf2 4.DGb1 5.DGf6 6.DGf3 7.DGd2 8.DGb1 9.Kb2 10.Ka1 11.DGf8 Rc2# Shuttle effects by both DGs (b1<->f3 & d1<->f8).

17 1...a8nG# 1.nPa5 5.nPa1nN 6.nNg4 7.nNe8 8.nGd8 9.nGf8 10.nNg4 11.nNc6 Ng8# Can any reader tell me whether this has in fact appeared in *Eteroscacco* this year?

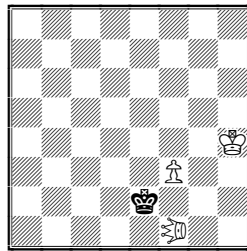
18 2.Ka3 3.Kxb3[nPa3] 4.Ka2 5.Kxa3[nPa2] 6.nPa1=nB 8.Kxa1[nBa2] 9.nBf7 10.nPb3 11.nBxb3[nPf7] 12.nPf5 14.nBh7 15.nBxf5[nPh7] 16.nBe6 nPh8=nB#

19.



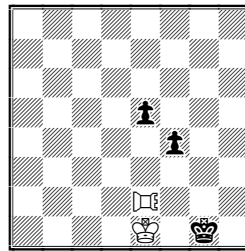
ser-h#20
PWC

20.



sh#26 b) ♞f1>a7 PWC
ContraGrasshopper ♞

21.



ser-h#48 PWC
Skylla ♞

19 1.b3 2.bxc2[Sb3] 3.Ka3 4.Kb4 5.Kxb3[Sb4] 6.Kc4 7.cxb4[Sc5] 8.Kxc5[Sc4] 9.Kb5 10.Ka4 11.Kb3 12.Kxc4[Sb3] 13.Kb5 14.Ka4 15.Ka3 16.Kxb3[Sa3] 17.Ka2 18.Ka1 19.bxa3[Sb4] 20.a2 Sxc2[Pb4]# Round trips by the BK, BPb4 & WS.

20 a) 1.Kxf1[CGe2] 4.Kxe2[CGe3] 7.Kxe3[CGd4] 9.Kxf3[Pf4] 12.Kxf4[Pf5] 15.Kxf5 [Pf6] 17.Kxd4[CGe5] 21.Kxf6[Pf7] 23.Kxf7[Pg7] 25.Kxg7[Pg8=S] 26.Kh8 Sf6# b) 2.Kxf3[Pe3] 4.Kxe3[Pe4] 6.Kxe4[Pd4] 8.Kxd4[Pd5] 10.Kxd5[Pc5] 12.Kxc5[Pc6] 14.Kxa7[CGb6] 17.Kxc6[Pc7] 18.Kxb6[CGc6] 21.Kxc6[CGd5] 23.Kxc7[Pb7] 25.Kxb7[Pb8=S] 26.Ka8 Sc6# Echo.

21 3.Ke4 4.f3 5.fxe2[SKf3] 6.Kxf3[SKe4] 13.Kxe4[SKd3] 14.Kd5 15.e4 16.exd3 [SKe4] 17.Kxe4[SKd5] 24.Kxd5[SKc4] 29.Kxc4[SKb3] 35.Kc2 36.Kxb3 [SKc2] 37.dxc2[SKd3] 38.c1SK 40.Kxd3[SKc2] 41.SKxc2-b3 [SKc1] 43.Kb2 44.Kxc1[SKb2] 45.SKxb2-a1[SKb3] 46.SKc2 47.SKa3 48.SKxb3-c2[SKa3] SKb1#

FAIRINGS...

unorthodox help-problems by

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[cfeather@ukonline.co.uk]

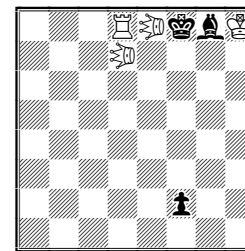
N° 5: December 2009

In this issue I include a few already-published items reproduced from sources where they may not have been seen by most readers. Where no other source is given the problems are originals. Most are what TRD used to call *smallwares*. The format remains the same, for printing back-to-back; please let me know if you would prefer a different layout. Seasonal greetings to all readers.

Definitions (See previous issues F1-F4 as indicated. Also, a list of full definitions of all fairy types in *Fairings* is available by e-mail on request.)

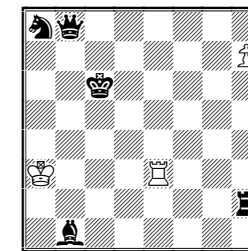
Circe: see F2. **PWC** (PlatzWechselCirce): see F3. **CouscousCirce**: see F4. **Locust L**: see F3. **Moose M**: see F1. **Double Grasshopper DG**: see F3. **Grasshopper G**: see F1. **Triton TR & Nereid ND**: see F1. **Leo LE**: Combines **Vao VA** (F1) and **Pao PA** (F2). **ContraGrasshopper CG**: see F4. **Rookhopper RH**: see F2. **Bishopper BH**: a grasshopper confined to B-lines. **Neutrals**: see F1. **R- & B-locust LR/LB**: see F2. **Nightrider N**: a rider along a straight line of S-moves, e.g. in 17 Nd2-c4/b6/a8. **Skylla SK**: moves as a S, but the arrival square must be vacant; to capture it takes a hostile piece on the intervening orthogonal square. The BK is not in check in 21 but would be in check if he were on e3, as SKxe3-d4 (but *not* SKxe3-f4!) would be possible.

1. *Mirador* 2004



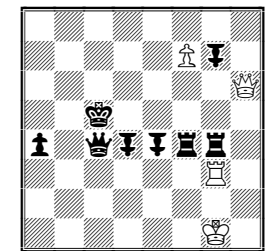
h#2 3 solutions
Circe Locust ♞

2.



h#2 2 solutions
PWC

3.



h#2 3 solutions
Moose ♞

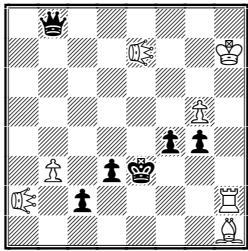
SOLUTIONS:

1 1.f1R Ra8 2.Rf7 LOxf7-g6#, 1.f1B Rc8 2.Be2 LOxe2-e1# & 1.f1S Rb8 (not Rc8? 2.Se3 LOxe3-e2 3.Sxd7!) 2.Be2 LOxe3-e2# Can anyone add a Q-promotion?

2 1.Bxh7[Pb1] Re5 2.Qxb1[Pb8=Q] Qc7# & 1.Rxh7[Ph2] Rd3 2.Qxh2[Pb8=Q] Qb6#.

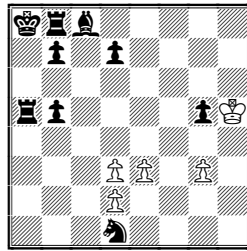
3 1.Me8 fxe8M 2.Kb4 Qb6#, 1.Qb4 f8M 2.Kc4 Qc6# & 1.Mg8 fxg8M 2.Kd4 Qd6# The 3 promoted moose prevent interpositions on the 5th rank in the mates.

4.



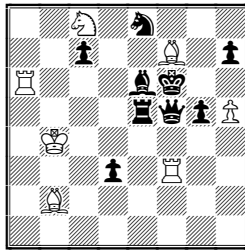
h#2 2 solutions
Double G ♖♗

5.



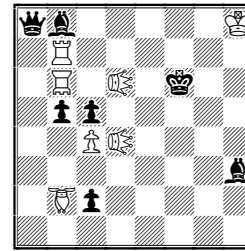
h#2 4 solutions
Couscous Circe ♜♞♟♠

6.



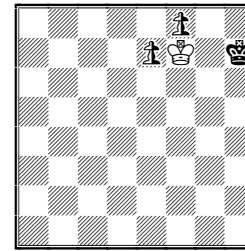
h#2 2 solutions
PWC ♜♞♟♠

10.



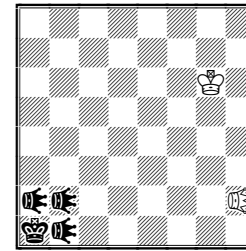
h#2½ 2 sols DG ♜♞
R- & B-hoppers ♜♞

11.



h#3½ 2 solutions
PWC neutral P ♜♞

12.



h#4* b) ♜g6>f3
Double G ♜♞

4 1.Qe5 DGe6 2.Qb8 g6# & 1.Qb4 DGc5 2.Qb8 b4# The mating DG immobilises its own hurdle, a rare effect. The static DG serves to guard d4.

5 1.Sc3 Kxg5[Pe1=Q] 2.Qxd2[Pd8=Q] Qxa5[Rd1]#, 1.Ra1 Kxg5[Pe1=R] 2.Rxe3 [Ph8=Q] Qxa1#, 1.Ra2 Kxg5[Pe1=S] 2.Sxd3[Pg8=Q] Qxa2# & 1.Ra3 Kxg5[Pe1=B] 2.Bxg3[Pf8=Q] Qxa3# Black AUW and white Q-promotions on 4 different squares.

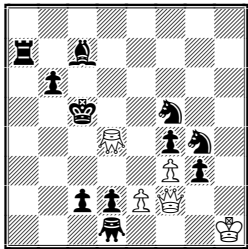
6 1.Bxc8[Se6] Bg8 2.Rxe6[Se5] Sg6# & 1.Bxf7[Be6] h6 2.Qxe6[Bf5] Be4# Double pin mates with intensive use of the square e6.

10 1...DGc6 2.Ke6 Kg7 3.Bf5 DGcd6# & 1...DGc3 2.Ke5 Rf7 3.Qe4 DGcd4# The switchbacks by front battery pieces along the battery lines are another odd effect made possible by the double grasshopper. This piece deserves more attention.

11 1...Kxe7[nPf7] 2.Kg7 Kd6 3.Kxf7[nPg7] nPxf8nS[nPg7] 4.Ke8 nPxf8nR[nSg7]# & 1...nPxf8nB[nPe7] 2.nPe5 Kxf8[nBf7] 3.nBd5 nBh1 4.nPe4 nBxe4[nPh1nQ]# AUW.

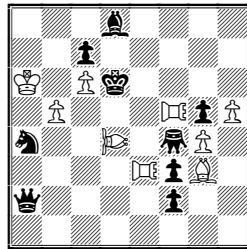
12 a) 1...Kh7# 1.DGbf5+ Kg5 2.DGg6 DGc2 3.DGb1 DGg4 4.DGf3 Kg6# b) 1...Kf4# 1.DGg3 Ke4 2.DGf5 DGf6 3.DGh3 Kd5 4.DGc6 DGd6#

7.



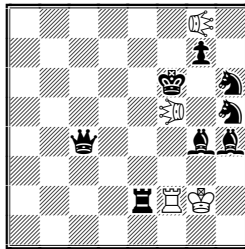
h#2 3 solutions PWC
Grasshopper ♖♗

8.



h#2 3 solutions G ♜♞
Nereid ♜♞ Triton ♜♞

9.



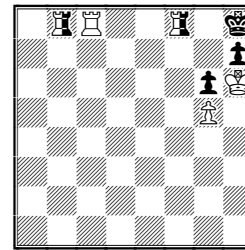
h#2½ 2 solutions
ContraG ♜♞ Leo ♜♞

7 1.Kc6 Gxa7[Rd4] 2.Rd5 Qxb6[Pf2]#, 1.Kb4 Gxd1[Gd4] 2.Ga4 Qc5# & 1.Kd5 Gxg4 [Sd4] 2.Sc6 Qd4# White has to bring black blocking pieces to d4 so that they can reach their target squares. Hard to construct, because the Q is very powerful in PWC.

8 1.Qc4 NDe5 2.Gb4 NDd4#, 1.Qf7 TRfe5 2.Gf8 TRf5# & 1.Qd2 TRee5 2.Gc1 TRe3# The black G must hide behind the Q, which then has to be shut out by the switchbacks.

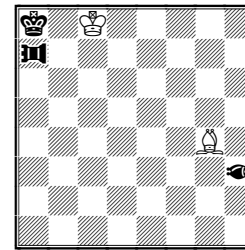
9 1...CGg5 2.g6 CGa5 3.Kg5 LEb5# 1...CGg6 2.Bg5 CGb1 3.Kg6 LEc2# The white pieces disappear into the distance in an effect characteristic of both these hoppers.

13. Problem-Skak 2009



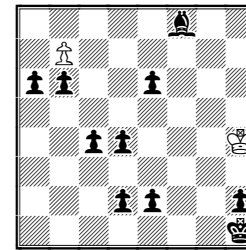
h#5*
Rookhoppers ♜♞

14.



h#6* Couscous Circe ♜♞♟♠
b) rotate a1=>a8
R- & B-locusts ♜♞

15.



serieshelpmate in 5
4 solutions
PWC

13 1...RHg8# 1.nRHd8 nRHg8+ 2.nRHe8 nRHd8 3.Kg8 nRHb8 4.nRHh8 nRHf8 5.Kh8 RHg8# The two neutral RHs change places but of course the mate is unchanged.

14 a) 1...Bf3# 1.LBxg4-f5[Bg1] Kd8 2.Kb7 Bb6 3.Kxb6[Be8] Bb5 4.Kb7 Bd3 5.Ka8 Kc8 6.LBxd3-c2[Bd1] Bf3# b) 1...Bc3# 1.LBxd2-e3[Bd1] Bg4 2.LRxg4-g3[Bg1] Bxe3[LBc1] 3.LBxe3-f4[Be1] Bb4 4.Kg8 Bf8 5.Kh8 Bg7+ 6.LRxg7-g8[Bg1] Bd4#

15 1.e1S 2.Sd3 3.Sc5 4.Sxb7[Pe5] 5.Bxc5[Pf8=Q] Qf1#, 1.Kg1 2.h1B 3.Bxb7[Ph1] 4.Ba8 5.Bxh1[Pa8=Q] Qg2#, 1.e1R 2.Rg1 3.Rg7 4.Rxb7[Pg7] 5.Bxg7[Pf8=Q] Qf1# 1.d1Q 2.Qa4 3.Qe8 4.Qb8 5.Qxb7[Pb8=Q] Qxh2[Pb8]# Another AUW...