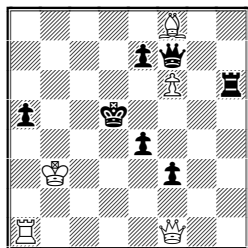# FAIRINGS…   Nº 34: November 2013

C.J.Feather, Holly Tree Cottage, Yarwell Road, Wansford, Cambridgeshire, PE8 6PL, England
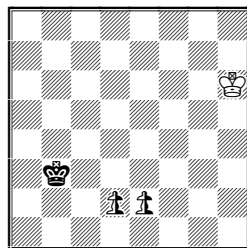Distribution: stephen.emmerson@ntlworld.com .

Our sixth issue of 2013, despite this year's vicissitudes! Many thanks to all who contacted me after F33. For definitions see below.   Best wishes to all.
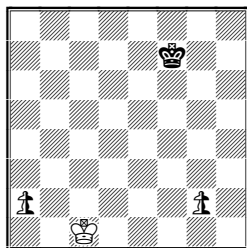
1.   Madrasi   **2.** SymmetryantiCirce   **3.** SymmetryantiCirce

h#2   2 solutions   h#3   b) ⚐< >⚔   h#3 b)⚔c4 c)⚔h8
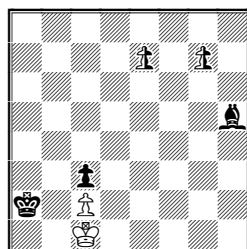   neutral P ♙   neutral P ♙

1 1.Rxf6 Qa6(Ra4?) 2.e5 Rd1# & 1.Qxf6 Ra4(Qa6?) 2.e6 Qb5# Simple dual-avoiding.
2 a) 1.nPd1=nR nRa1 2.nPe1=nQ nQb4+ 3.Ka3 Kg5# **b)** 1.nPe1=nS nSc2 2.nPd1=nB Kxc2-f7 3.nBb3+ Kg6# This nAUW ends with unexpected mates on adjacent squares.
3 a) 1.nPg1=nR+ nRg8 2.nPa1=nQ+ nQf6+ 3.Kf8 Kb1# (3...Kc2+? 4.Kf7!) **b)** 1.nPa1=nB nBg7 2.nPg1=nQ+ nQd4+ 3.Kb3 Kb2# (1.nPa1=nQ? ... 2.nQg7? ... 4.nQg6!) **c)** 1.nPa1=nS nSc2 2.nPg1 =nQ+ Kxc2-f7 3.nQb1 Kg8# (2.nPg1=nR? ... 4.nRa1!). The attempts indicated illustrate characteristic SymmetryantiCirce effects.
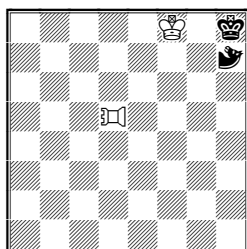
4. DiagramantiCirce   **5.**   PWC   **6.**   PWC
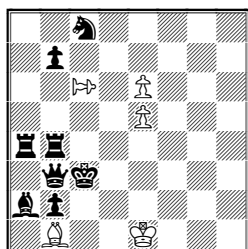
h#3 2 sols Berolina P⊳   helpself#4 b) ♙e7>e2   h#12   R-locust ⬓
   neutral P ♙   Nightrider-locust🐦

4 1.Qd5 BPd7(Pe7?) 2.Bc4 BPe8=Q 3.Qxe5-b3 Qh8# & 1.Rb5 e7(BPd7?) 2.Rc4 e8=Q 3.Rxe5-b4 Qe3# No apologies for the BP despite its purely virtual use in the second solution!   **5** 1 **a)** 1.nPe8=nR nRb8 2.nPg8=nQ+ nRb3 3.nRxc3[Pb3] Ka3 4.nQxb3+ [Pg8] nQxc2#[Pb3] **b)** 1.nPg8=nR nPe1=nQ+ 2.nQxc3[Pe1=B] nQc5 3.nRa8+ Ba5 4.nQxa5+[Bc5] Ba3# Neutral doubling. In helpselfmates I like to avoid h#-like
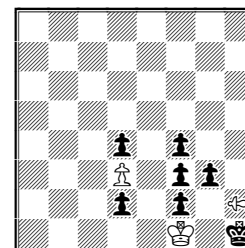
diagonal/orthogonal matrices.   **6** 1.LNxd5-b4[LRh7] Ke7 2.Kg8 Kd6 3.Kf8 Kc5 4.Ke8 Kxb4[LNc5] 5.Kd8 Kb5 6.Kc8 Kc6 7.Kb8 Kxc5[LNc6] 8.Ka7 Kd6 9.Ka6 Kc7 10.Kb5 Kb7 11.Ka5 Kxc6[LNb7] 12.Ka6 LRxb7-a7[LNh7]# A BK march from h8 to a8 unfortunately eluded me, so b8 had to do.
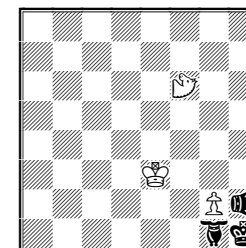
7.   ser-h#4 PWC   **8.** T&M + PWC   **9.**
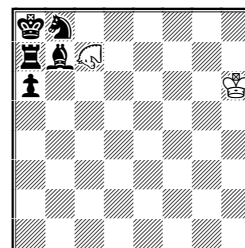
b) − ♙ c) &>c2   ser-h#6*   ser-h#10* Giraffe⬦
d) &>d8   5-leaper   Equileaper⬅   Camelrider Grass-
chameleons ⬓♗♞   hopper2⬦ B-hopper⬥

7 a) 1.cSc6=cB 2.cBd7=cR 3.cRxc7=cQ[5Ld7] 4.cQb8=cS 5La3# **b)** 1.cSa6=cB 2.cB c4=cR 3.cRxc7=cQ[5Lc4] 4.cQb8=cS 5Lf8# **c)** 1.cRa2=cQ 2.cQxc2=cS[5La2] 3.cSd4 =cB 4.cBa7=cR 5Le5# **d)** 1.cBg2=cR 2.cRg8=cQ 3.cQxd8=cS[5Lg8] 4.cSb7=cB 5Ld4#   **8** Set: 1...ELxd2-d1[Ph2]# Play: 1.gxh2-d6[ELg3] 2.fxg3-e1=EL[ELf4] 3.d1=Q 4.Qd2 5.ELg3 6.Qxf4-h2[ELd2] ELxd6-d5[Pd2]#   **9** 1...CRg4# 1-3.BH-d4-g7-e5 4.G2c7 5.G2g3 6.BHh2 7-10.G2-c3-h8-d4-g1 CRb3# A BH/G2 place exchange.

10. T&M + PWC   **11.** ser-h#24* PWC   **12.**   PWC
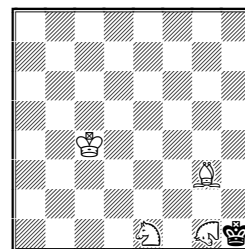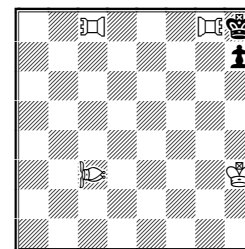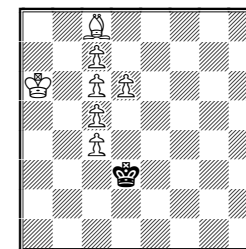
ser-h#16*   Zebu   Triton⬓ Nereid⬒   ser-h#33
                    Contrarookhopper ⬓   b) − ♙ d6

10 Set: 1...ZEd2# Play: 1.Kxg1-f5[ZEh1] 2-11.K-e6-d7-c6-b6-a5-a4-a3-b2-c1-d1 12.Kxe1-g2[Sd1] 13.Kxh1-g4[ZEg2] 14.Kh3 15.Kxg3-e1[Bh3] 16.Kf1 ZEf5#, with a surprising battery mate.   **11** Set: 1...TRd8# Play: 1.h6 2.Kh7 3.Kxg8[TRh7] 4.Kh8 5.Kxh7[TRh8] 6-9.K-g6-f5-e4-d3 10.Kxc3[NDd3] 11.Kd4 12.Kxd3[NDd4] 13.Ke4 14.Kxd4[NDe4] 15.Ke5 16.Kxe4[NDe5] 17.Kf5 18.Kxe5[NDf5] 19.Kf6 20.Kxf5

[NDf6] 21.Kg6 22.Kh7 23.Kxh8[TRh7] 24.h5 NDd8# The mating moves play to the same square. My initial idea may be seen in moves 1 and 24.   **12** See next page.
12 a) 1.Kd4 2.Kxc4[Pd4] 3.Kd3 4.Kxd4[Pd3] 5.Ke3 6.Kxd3[Pe3] 7.Kc4 8.Kxc5[Pc4] 9.Kb4 10.Kc3 11.Kxc4[Pc3] 12.Kd5 13.Kxd6[Pd5] 14.Kc5 15.Kxd5[Pc5] 6.Kc4 17.Kxc5[Pc4] 18.Kxc6[Pc5] 19.Kxc7[Pc6] 20-25.K-d8-e7-f6-e5-e4-f3 26.Kxe3[Pf3] 27.Kd3 28.Kxc3[Pd3] 29.Kd4 30.Kxd3[Pd4] 31.Kc3 32.Kxc4[Pc3] 33.Kd5 Be6#
b) 1.Kc3 2.Kxc4[Pc3] 3.Kxc5[Pc4] 4.Kxc6[Pc5] 5.Kxc7 [Pc6] 6-12.K-d8-e7-f6-e5-e4-d3 12.Kc2 13.Kxc3[Pc2] 14.Kxc4[Pc3] 15.Kxc5[Pc4] 16.Kxc6[Pc5] 17.Kc7 18.Kd8 19.Kxc8[Bd8] 20.Kd7 21.Kc6 22.Kxc5[Pc6] 23-26.K-d6-e6-f7-e8 27.Kxd8[Be8] 28.Ke7 29.Kf8 30.Kxe8[Bf8] 31.Kd8 32.Kc7 33.Kxc6[Pc7] c8=Q#

Definitions

Stipulations:

Helpmate h#: Usually Black plays first (but White plays first if the stipulation ends in ".5"); the two sides cooperate, obeying the usual rules, so as to reach a mate of Black in the number of moves stated.

Serieshelpmate ser-h# : While White remains immobile, Black plays a series of moves so as to reach as position where White can mate in one. The usual rules are obeyed, so Black may not move into check and may check only on his last move. There may be a set mate, indicated by a * . This is a mate in one which White could play in the diagram position if it were his turn to move.

Helpselfmate hs#: Black and White, who moves first, cooperate (as in a helpmate) until the last move, when White forces Black to mate him.

Conditions:

Madrasi: Mutually attacking black and white units of the same type (kings excluded) paralyse each other, so that they may no longer move or give check. Moves creating paralysis are legal, and the paralysis may be removed by interference or by capture.

antiCirce: After a capture the <u>capturing</u> piece (Ks included) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). R, B & S go to the square of the same colour as the capture; Ps stay on the file of capture; fairy pieces go to the promotion square of the file of capture. [The default Calvet type (not usually specified) allows captures on the rebirth square, while the rarer Cheylan variant (which, if essential for soundness, must always be specified) excludes them. Many problems can be of either type.]

SymmetryantiCirce: As antiCirce except that the rebirth square for the capturing unit is that which which lies at an equal distance (in a straight line) beyond the midpoint of the board. Thus a capture on c4 produces a rebirth on f5, a capture on g1 produces a rebirth on b8, and so on.

DiagramantiCirce: As antiCirce except that the rebirth square for the capturing unit is that which it occupied in the starting position for the current part of the problem.

PWC (**P**latz**W**echsel**C**irce = "PlaceInterchangeCirce"): 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 the capturing side.

T&M (Take&Make): Every capturing move consists of two steps. The capturing step ("take") must be complemented by a further step ("make": <u>not</u> 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.

Piece characteristics:

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.

Chameleon: At the completion of every move, a Q, R, B or S with this characteristic changes type, in the order S>B>R>Q>S... Promotion may be to a chameleon at any stage in the cycle.

Unorthodox pieces:

Berolina Pawn BP: A pawn which moves diagonally, captures straight ahead and promotes normally.

5-leaper 5L: a (0,5/5,0)- or (3,4/4/3)-leaper (both moves being 5 units in length), e.g. a1>a6, d5, e4 or f1.
Camel CA: a (1,3/3,1)-leaper.
Giraffe GI: a (1,4/4,1)-leaper.
Zebu ZE: a piece combining CA and GI.
Equileaper EL: Leaps directly, on *any* straight line, to the square which is an equal distance beyond a hurdle. No line effects are possible: the abovementioned line is referred to only so as to help determine the arrival square.
(Also (misleadingly!) known as "non-stop-equihopper".)

Nightrider N: a rider (that is, a line-piece like a R or B) along any straight line of S moves.
Camelrider CR: a rider along any straight line of CA moves.

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond.
Rookhopper RH: A G confined to rook lines.
Bishopper BH: A G confined to bishop lines.
Grasshopper2 G2: Hops on Q-lines over any one unit (the hurdle) to the second square beyond.
Contrarookhopper CK: An inversion of the rookhopper: its hurdle must be adjacent to it but (unless blocked) it may move to *any* square on the line beyond.

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.
Nightrider-Locust LN: a locust confined to N-lines.

Triton TR / Nereid ND: Move as R/B respectively, but capture by hopping over and removing an adverse unit, landing on the next (necessarily empty) square, i.e. they capture like locusts.

Computer testing in *Fairings*:

Problems in *Fairings* are tested by Popeye wherever possible. All the problems in this issue have been tested by Popeye, except for no.11, which was tested by Fairybadix.