

FAIRINGS...

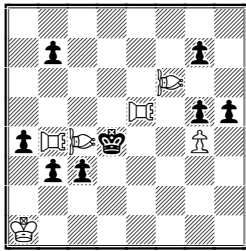
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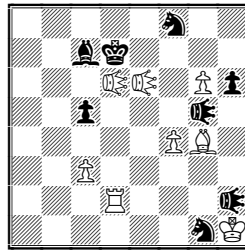
The cylindrical twinning shift in **1** means that in b) the ♠h5 appears on the new a5 square. As usual, unorthodox conditions appear above the diagrams, and definitions are on the next page. A happy 2014 to all!

1. PWC



h#2 b) cylindrical shift a1=>b1 (see above)
triton ♖ nereid ♗

2.



h#2 2 solutions
double G ♖♗

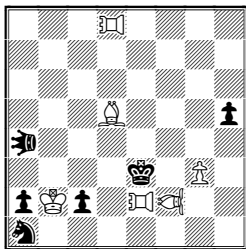
3. Couscous



h#2 2 solutions

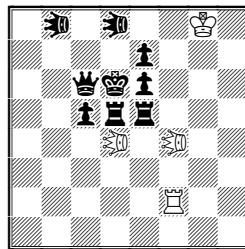
1 a) 1.Kxe5[TRd4] TRd7+ 2.Kxf6[NDe5] TRb6# b) 1.Kxd4[NDe4] NDc6+ 2.Kxc4[TRd4] NDf7# Battery destruction. Pinmates: a) 3.Pg6? b) 3.Pb3?. All the white pieces are used in each mate. **2** 1.DGh2-e7 DGf5+ (DGd3?) 2.Ke6 DGfd7# & 1.DGg5-e7 DGd3+ (DGf5?) 2.Kd6 DGdd7# Platzwechsel BK/DG with shift along the battery line in each case. **3** 1.e1=R hxg3[Sg2] (bxa4?) 2.Rxe3[Ph8=S] Sf7# & 1.e1=B bxa4[Ba2] (hxg3?) 2.Bxb4[Pf8=Q] Qf4# AUW with tempo dual avoidance at W1.

4. PWC



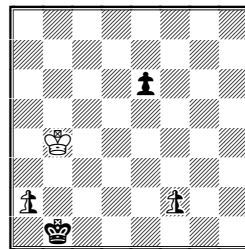
h#2½ b) ♗>h4
Chinese pieces ♖ ♗ ♘

5.



h#3 b) f2&e5=> ♗ & ♘
kangaroo ♗♘

6.T&M+SymmetryCirce

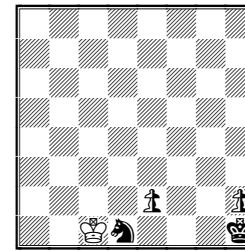


h#3 b) ♠a2>a4
neutral P ♠

4 a) 1...Kxa2[Pb2] 2.LEa7 PAxb2[Pe2] 3.LExf2[VAA7] PA6# b) 1...Kxh5[Ph4] 2.LEe8 VAXh4[Pf2] 3.LExe2 [PAe8] VAe7# **5** a) 1.KAXf4 KAd7 2.Rd2 KAd1 3.KAc7 Rxd2# b) 1.KAXd4 KAc7 2.Bg3 KAh2 3.KAd7 Bxg3# Kangaroo-specific

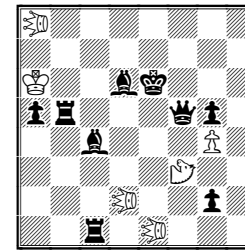
line-play. **6** a) 1.nPf1=nS Kc3 2.Kxa2-a3[nPh7] nPh8=nR 3.nRh2 nSxh2-c2 [nRa7]# b) 1.nPf1=nB Ka3 2.nBb5 nPxb5-e8=nQ[nBg4] 3.nBh5 nBxe8-g6[nQd1]# Compare 7.

7. T&M+SymmetryCirce



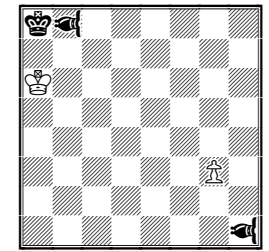
h#3 2 solutions
neutral P ♠

8.



h#3½ 2 solutions
dragon ♗ kangaroo ♘

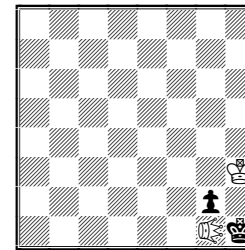
9. PWC



h#9
B-locust ♗

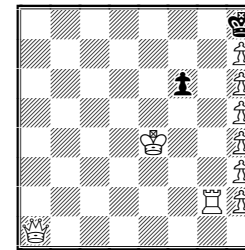
7 1.Kxh2-h3[nPa7] nPa8=nQ 2.nPe1=nR nRe6 3.nQc6+ nRxc6-h6[nQf3]# & 1.nPe1=nS Kxd1-f2[Se8] 2.nSf3 Kg3 3.nSxh2-h3[nPa7] nPa8=nB# Neutral AUW seems tricky with these conditions but some reader will surely manage to set it in 4-unit form – please let me know! **8** 1...KAa4 2.Qb1 KAa1 3.Kd5 KAd1 4.Qd3 DRd4# & 1...KAh1 2.Qf4 KAh6 3.Be7 KAe3 4.Qe4 DRe5# Echo. **9** 1.LBxg3-h2[Pb8=B] Kb5 2.Kb7 Bxh2[Lb8] 3.Kc8 Bc7 4.Kxc7[Bc8] Be6 5.Kb7 Bd5+ 6.Ka7 Kc6 7.Ka8 Kb6+ 8.LBxd5-c6[Bh1] Bxc6[Lbh1]+ 9.LBxc6-b7[Bh1] Bxb7[Lbh1]#.

10. T&M + PWC



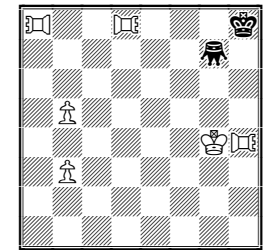
ser-h#6
edhog ♗

11. Diagram antiCirce



ser-h#21**

12.



ser-h#22* grasshopper ♗
triton ♖ contraR-hopper ♗

10 1.Kxg1-e3[Ehh1] 2.gxh1-f3[Ehg2] 3.fxg2-g1=B[Ehf3] 4.Kxf3-h1[EHe3] 5.Bxe3-e8[Ehg1] 6.Bg6 EHxg6-e4[Bg1]# 4 round trips (by BK, BP, BB & WEH) in 7 moves, surely possible only with T&M+PWC? **11** Set: 1...Qxf6-a1# & 1...Qa8# Sol.: 1.Kxh7-h8 **3**.Kxh6-h8 **6**.Kxh5-h8 **10**.Kxh4-h8 **15**.Kxh3-h8 **21**.Kxh2-h8 Qh1# A joke featuring all the 4 corners. How did the WPs get where they are? I put them there. **12** Set:TRb8# Sol.: 1.Gg3 2.Kg7 3.Kf6 4.Ke5 5.Gd6 6.Ke6 7.Kd7 8.Kc7 9.Gb8 10.Kb6 11.Kxb5 12.Kb4 13.Kxb3 14.Kc2 15.Kd1 16.Ke2 17.Ke3 18.Ke4 19.Ke5 20.Kf6 21.Kg7 22.Kh8 TRd7 Another round trip, with a change of mate, the contra-rookhopper using a white hurdle (set) and a black one (solution) on the same square.

Definitions

Conditions:

Circe rebirths: Captured units go to their game array square. 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.

Couscous: Captured units reappear on the Circe rebirth square (see above) of the capturing unit. Pawns reappearing on promotion squares are promoted instantly, at the choice of the capturing side.

SymmetryCirce: Captured units reappear on the square 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.

antiCirce: After a capture the capturing piece (Ks included) must immediately be removed to its Circe rebirth square (see above). This square must be vacant, else the capture is illegal.

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 (PlatzWechselCirce = "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": 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.

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.

Unorthodox pieces:

All the pieces below except the dragon are line pieces, so apart from the hurdles specified their lines must be clear; they can therefore pin and can be blocked.

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.

Contrarookhopper CK: An inversion of the rookhopper: its hurdle must be adjacent to it but it may move to *any* square on the line beyond.

Kangaroo KA: As G but requiring 2 (not necessarily adjacent) hurdles on the same line, and landing on the square immediately beyond the second hurdle.

Double Grasshopper DG: Its move consists of two consecutive G-hops (the first necessarily to an empty square), changing direction if desired. Null moves (back to the same square) are not allowed.

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.

B-Locust LB: a locust confined to B-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.

"Chinese pieces" Leo LE / Pao PA / Vao VA Move as Q/R/B respectively, but capture by hopping over a hurdle to *any* square beyond.

Edgohog EH: Moves as a Q, but either to or from the board edge, not both.

Dragon DR: A combination of S and P; it may be blocked only on a double-step P-move. It may not promote.

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.12, which was tested by Fairybadix.