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It is a good thing that humans are bipeds. After last year's period in which I acted as nurse/cook/housekeeper while my wife recovered from a hip replacement operation, we now have a repeat performance as the second hip takes the stage, but at least there cannot be a third event of the same kind! Therefore I shall not be a full-time problemist again until May at the earliest. My chess priority will be to answer all correspondence, as previously, but the date of the next *Fairings* is currently quite uncertain.

You will have noticed a large amount of text this time; most of the diagrams appear on the second page. That is because, as an experiment, I am taking up suggestions to give introductions to the problems. On the whole I prefer to let problems speak for themselves, but these comments may be especially useful in the case of unfamiliar fairy forms. Please let me know whether you like the idea or indeed whether you find it irritating! The definitions are still to be found on the last page.

In **1** (and elsewhere) readers need to bear in mind that T&M takes priority over replacement conditions. Thus the elements of a capturing move must be played in order as follows: 1/ play the "take" step but retain the captured unit in the hand, 2/ play the "make" step & 3/ replace the captured unit according to the rule of the replacement condition in question. Here in **1** you may be surprised to find that in PWC pieces can still disappear from the board! In **2** understanding why there is a static (but necessary) WP in each mate is the key insight. **3** is not alone in this issue in showing a predictable idea, but it has condition-typical mates. Juraj's welcome contribution **4** (thank you!) makes excellent use of the whole board, ending with indirect antibattery mates. Geoff (another loyal contributor, thanks as always!) avoids the predictable in **5**, where SymmetryantiCirce effectively brings the pieces closer together than they seem, but achieves it economically in **6**, as predicted in the comment to F35/7 last time. With the same combination of conditions, **7** provides a kind of antidote to this and a good many of the other problems in this issue. To understand **8**, please re-read the note on **1** above. The asymmetric **9** is difficult to solve but the brave may be helped by knowing that the mates are WK moves to the f-file.

The remaining problems use the Glasgow Chess condition, which is rather rare but very simple: white pawns promote on the 7th rank and black ones on the 2nd. Combining Glasgow with Couscous, with nAUW in mind, I made about 20 problems (well, versions mainly) of which 6 are shown here. **10** shows what I was really aiming at: counting the phases should make it easy to guess what. Of the others, **11** has the neatest twinning and best balance. **12** features a quirk of the Glasgow + neutral Ps combination, and **13** doubles that idea, though not quite ideally. In **14** surprising twinning leads to a curious switch in the mate. The idea of **15** was to increase the number of Couscous-specific moves, which is quite difficult with such little material. This one is my favourite. For readers who like this type of problem I give two further examples in notation (below). They show the shortest and longest nAUW settings which I made. It is not a difficult task with these conditions, but I shall be very interested if anyone can show it with promotions to nQ & nR in one line and to nB & nS in the other. Do let me know if you can.

F36/16: White Kb3 Black Kb1 Neutral Pc3 Pe6   h#2 b) nPc3>g3
F36/17: White Kb3 Black Kb1 Neutral Pc7 Pe5   h#3½ b) nPc7>e2
Solutions:
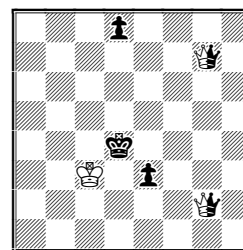16:   a) 1.nPc2=nS nPe7=nQ 2.nQa3+ nSxa3[nQg1]#
        b) 1.nPg2=nB nPe7=nR 2.nRe4 nBxe4[nRf1]#
17:     a)1...nPe6 2.nPc6 nPc7=nS 3.nSb5 nPe7=nQ 4.nQa3+ nSxa3[nQg1]#
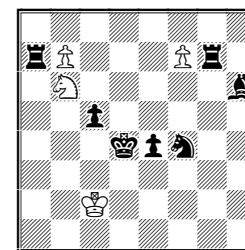   b) 1...nPe3 2.nPe2=nB nPe6 3.nBf3 nPe7=nR 4.nRe4 nBxe4[nRf1]#

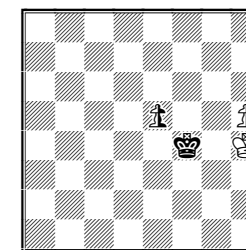Best wishes to all readers.

1. AntiKs+T&M+PWC   **2.** DiagramantiCirce   **3.** FileantiCirce

h#2   b) ♔c3>c4   h#2   2 solutions   h#3   2 solutions
neutral Q ♛   neutral SUPER-P ♟

1 a) 1.nQxg2-g7 nQe5 2.Kxe5-h8[nQd4] Kxd4-e5[nQc3]# b) 1.nQxg7-g2 nQe4 2.Kxe4-h4[nQd4] Kxd4-e4[nQc4]# The BP on the 8th is of course normal in PWC. AntiKs requires the removal of a nQ; T&M makes it possible. Line-play by 2 Ks and a nQ then follows!   **2** 1.Ra3 b8=S (f8=Q? 3.Rf7!) 2.Re3 Sc6# & 1.Rg3 f8=Q (b8=S? 3.Rb7!) 2.Re3 Qf6# The dual avoidance arises because occupying the diagram square of the mating unit annuls the final check.   **3** 1.Kf5 nSPh8=nB 2.Kg6 nSPe8=nQ+ 3.nQd7 Kh5# & 1.nSPe1=nR nSPh8=nS 2.nSf7 nSh6 3.nSg8 Kg4#. The mating king is safe because the rebirth square (required for his capture) is occupied. I hope you like neutral AUWs (= the 4 neutral promotions) because this is not the last one!
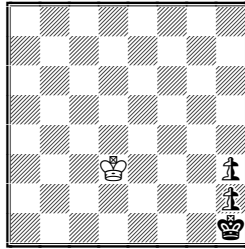
4. Juraj Lörinc   **5. Geoff Foster**   **6. Geoff Foster**
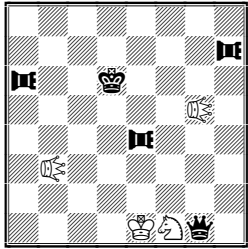
h#3   2 solutions
lion ♘ rook-lion ♖
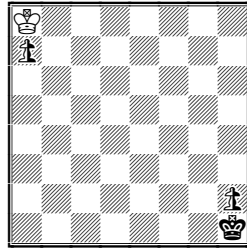
h#3 b) ♙a7>f7 neut.P ♙
SymmetryantiCirce

h#4   2 solutions
T&M+SymmetryCirce

4 1.Qa7 Sd2 2.Qe7 LIc1 3.RLd7 Sc4# & 1.Qb6 Sg3 2.RLc6 LIh3 3.Qc7 Sf5# Extreme elegance in both the play and the mates, and perfect economy. This makes a very suitable contribution to this issue, which is full of light positions.   **5** a) 1.Kg1 Kb8 2.nPh1=nR nPa8=nQ 3.nQg2 Ka8# b) 1.Kg2 Kb7 2.nPh1=nQ nPf8=nQ 3.nQf3 Ka8# The WK delivers two different switchback mates at a distance, by vacating/occupying rebirth squares – an optimal use of the condition.   **6** 1.Kg1 Ke3 2.nPh1=nB nBg2 3.nPxg2-c6[nBb7] nPxb7-a8=nQ[nBg2] 4.Kxg2-f1[nBb7] nBxa8-a6[nQh1]# & 1.Kg2 nPh4 2.nPh1=nS nSg3 3.nPxg3-h1=nR[nSb6] nRf1 4.Kxf1-d1[nRc8] nSxc8-c3[nRf1]# The challenge of F35/7 is met by resorting to a greater length of solution, which I had not imagined possible.There are plenty of T&M effects and no twinning. Well done!
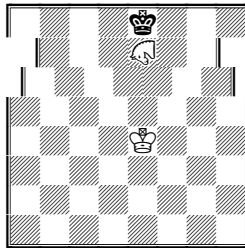
7. T&M+SymmetryCirce   **8. T&M+PWC**   **9. PWC**
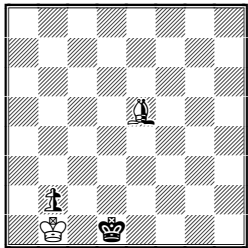
ser-h#8   b) shift a1=>d1
neutral B&P ♗ & ♙
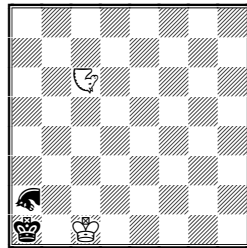
ser-h#9*   b)♘>b4
nightrider ♘
nightrider-locust ♞

ser-h#17   b) ♔>e3
nightrider-locust

7 a) 1.nBf4 2.nBc1 3.nPxc1-d2[nBf8] 4.nBd6 5.Kxd2-d3[nPe7] 6.nPxd6-h2[nBe3] 7.Kxe3-a7[nBd6] 8.Ka8 nBxh2-h1[nPa7]# b) 1.nBxe2-e4[nPd7] 2.nPd5 3.nPxe4-f3 [nBd5] 4.Kg2 5.Kxf3-f4[nPc6] 6.nPxd5-a2[nBe4] 7.Kxe4-h7[nBd5] 8.Kh8 nBxa2-a1 [nPh7]# Just a little echo, but we had to have at least one nP which does not promote!
8 a) Set 1...Ng4# Sol.: 1.LNxc6-d8-c6[Na2] 2.Kxa2-b4[Na1] 3.Ka3 4.Ka2 5.Kxa1-b3[Na2] 6.Kxa2-b4[Nb3] 7.Kxb3-a1[Nb4] 8.LNxb4-a2-b4[Nc6] 9.LNxc6-d8-a2[Nb4] Nc2# b) Set 1...Nc2# Sol.: 1.LNxb4-c6-e2[Na2] 2.Kxa2-b4[Na1] 3.Ka3 4.Ka2 5.Kxa1-

b3[Na2] 6.Kxa2-c3[Nb3] 7.Kxb3-a1[Nc3] 8.LNxc3-a4-g1[Ne2] 9.LNxe2-c3-a2[Ng1] Nd7# I have expanded the notation of the LN captures so as to make it clearer what happens. The effects can be quite puzzling when everything happens on a straight line! **9** a) 1.Kf8 2.Kg7 3.Kxf7[LNg7] 4.Ke8 5.Kd8 6.Kxe7[LNd8] 7.Kd6 8.Kxd7[LNd6] 9.Kc8 10.Kxd8[LNc8] 11.Ke8 12.Kf8 13.Kg8 14.Kxg7[LNg8] 15.Kf6 16.Kxe6[LNf6] 17.Kxd6[LNe6] Kf5# b) 1.Kxe7[LNe8] 2.Kf8 3.Kg8 4.Kxf7[LNg8] 5.Kxe6[LNf7] 6.Kf5 7.Kg6 8.Kg7 9.Kxf7[LNg7] 10.Kxe8[LNf7] 11.Kf8 12.Kxg8 [LNf8] 13.Kh7 14.Kh6 15.Kh5 16.Kg4 17.Kf5 Kf3# What would TRD (a great lover of asymmetrics) have made of this? Surely the star *FCR* solver Miss E.Meredith would have cracked it.
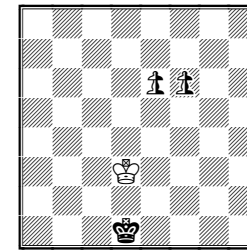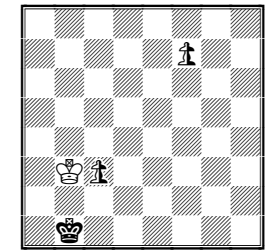
10. Glasgow+Couscous   **11. Glasgow+Couscous**   **12. Glasgow+Couscous**
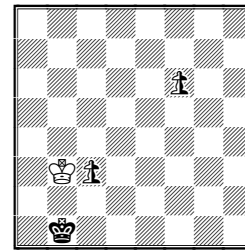
h#2½   neutral P ♙
b) ♙c3>g4
c)& ♙f6>e6 d)& ♙g4>c2

h#2½   b) ♙f6>g6
neutral P ♙

h#3   b) ♙c3>c7
neutral P ♙

10 a) 1...nPf7=nR 2.nPc2=nS nRa7 3.nRa3+ nSxa3[nRg1]# b) 1...nPg5 2.nPxg5 [nPg7=nQ] nPg6 3.nQh7 nPxh7=nB[nQf1]# c) 1...nPe7=nR 2.nPg3 nRe4 3.nPg2=nB nBxe4[nRf1]# d) 1...nPc3 2.nPc2=nS nPe7=nQ 3.nQa3+ nSxa3[nQg1]# A double nAUW showing switched pairs: RS+QB & RB+SQ.   **11** a) 1...nPe7=nR 2.nRb7 nPf7=nB 3.nRb3+ nBxb3[nRf1]# b) 1...nPe7=nS 2.nSd5 nPg7=nQ 3.nQc3+ nSxc3 [nQg1]#   **12** a) 1.nPf6 nPf7=nR 2.nPc2=nS nRa7 3.nRa3+ nSxa3[nRg1]# b) 1.nPc6 nPc7=nQ 2.nPf6 nQg7 3.Ka1 nPxg7=nB[nQc1]# Neutral P switchbacks (7th-6th-7th).
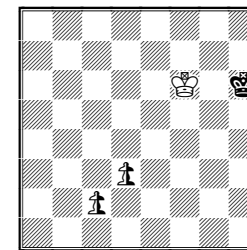
13. Glasgow+Couscous   **14. Glasgow+Couscous**   **15. Glasgow+Couscous**
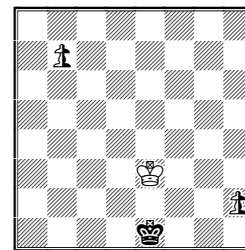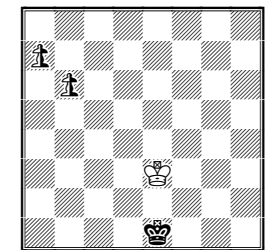

h#3   b) ♙b7>e7
neutral P ♙

h#3 b) shift b1=>a1
neutral P ♙

h#3   b) ♙a7>c5
neutral P ♙

Solutions 13-15 are on the next page

13 a) 1.nPb6 nPh3 2.nPh2=nS nPb7=nQ 3.nQf3 nSxf3[nQb1]# b) 1.nPe6 nPh3 2.nPh2=nR nPe7=nB 3.nRh4 nBxh4[nRc1]# Double switchbacks this time, but with one repeated move, unfortunately. **14** a) 1.Kh5 nPxd3[nPd2=nB] 2.nBf4 nBh2 3.nPd2=nQ nQxh2 [nBd1]# b) 1.Kh5 nPxc3[nPc2=nB] 2.nBh7 Kf6 3.nPc2=nQ nQxh7[nBd1]# **15** a) 1.nPxb6 [nPb7=nB] nBd5 2.Kd1 nPb7=nR 3.nRb3+ nBxb3 [nRf1]# b) 1.nPxc5[nPc7=nR] nPc6 2.nRg7 nPc7=nB 3.nRg3+ nBxg3[nRc1]#

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 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 gives 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.

FileantiCirce: As antiCirce except that the rebirth square for capturing pieces is the promotion square of the file of capture. Pawn rebirths are as usual.

SymmetryantiCirce: As antiCirce except that the rebirth square for the capturing unit is that which lies at an equal distance (in a straight line) beyond the midpoint of the board.

PWC (**P**latz**W**echsel**C**irce = "PlaceInterchangeCirce"): Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their own 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. T&M takes priority over rebirths (see introduction).

antiKings: Under this condition a K is in check if he is *not* attacked. Mate occurs when a K is not attacked and his side cannot expose him to attack. (Of course kings may not be captured.)

Glasgow Chess: White pawns promote on the 7th rank and black ones on the 2nd. Otherwise like normal chess.

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:

Grasshopper G: Hops on Q-lines over any one unit (the hurdle, at any distance) to the next square beyond.
Lion LI: a G which can move to *any* square on the line beyond the hurdle.
Rook-lion RL: a lion confined to rook lines.

Nightrider N: a rider along any straight line of S moves.
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.
Nightrider-Locust LN: a locust confined to nightrider lines.

SuperPawn SP: When moving or capturing it may go as far as desired along the usual pawn lines, provided that they are clear, e.g. SPe2-e8=S/B/R/Q or SPg2xb7.