

# FAIRINGS...

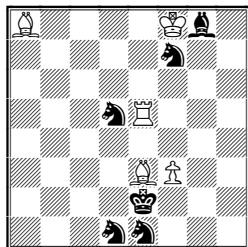
## N° 44: August 2015

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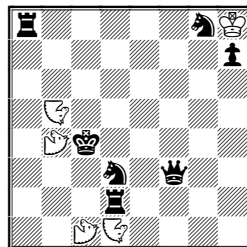
For abbreviations etc. please see the text on the next page. Best wishes to all.

### 1. Equipollent C



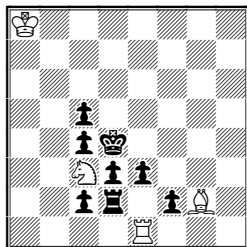
h#2 b) ♘d5>g4  
[Yes, 4x ♘! – see text]

### 2. Take&Make



h#2 2 sols nightrider ♞  
zebrarider ♞

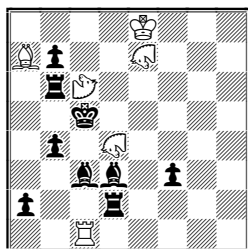
### 3. Equipollent C



h#2 2 solutions

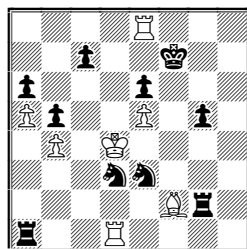
**1** a) 1.Sxe5[Rd3] Bxd5[Sg2] 2.Sxe3[Bc4] Rd2# b) 1.Sgx3[Bc2] Kxg8[Bh8] 2.Bxe5[Rb2] Bd3# Surprising (I hope) new batteries. **2** 1.Sxc1-g7 Kxg7-e6 2.Kxb5-h8 Ke5# & 1.Qxd1-g7+ Kxg7-f7 2.Kxb4-h8 Ke6# A friend complained: "in T&M the BK can end up anywhere" – thanks for the suggestion! **3** 1.c1=B Rxc1[Ba1] 2.Bxc3[Se5] Sc6# & 1.f1=R Rxf1[Rg1] 2.Rxg2[Bg3] Be5#

### 4. Take&Make



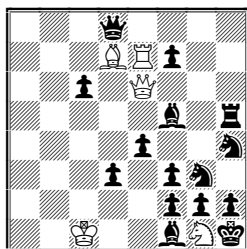
h#2 2 solutions  
camel ♞ zebra ♞

### 5. Take&Make



h#2 2 solutions

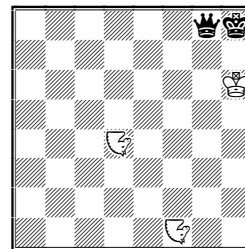
### 6. Take&Make



h#2 2 solutions  
*dedicated to György*

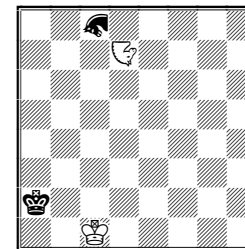
**4** 1.Kxd4-c7 Rxc3-f6 2.Kxc6-e3 Rxb6-e6# & 1.Kxc6-e3 Bxb6-f6 2.Kxd4-c7 Bxc3-e5# Line clearances for battery mates. **5** 1.Kxe8-a8 Kxd3-b2(-e1?) 2.Sxd1-d6 exd6-c8=Q# & 1.Kxe8-c8 Kxe3-f1(-c2?) 2.Sxf2-b6 axb6-a8=Q# The white king must choose carefully. **6** 1.Qxe7-e8 Qxe8-c8 2.Kxg1-h3 Bxf5-g4# & 1.Qxd7-c8 Qxc8-e8 2.Kxg1-e2 Rxe4-e3# I took the "weaker redoubling" idea long ago from a 1964 Bakcsi h#2 (problem 75 in his *Gondolat és Stratégia*). In T&M it is easier to redouble but harder to mate, as the mating piece must be adjacent to the BK.

### 7.



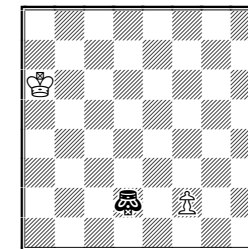
h#6 b) ♞f1>f6  
nightrider-hopper ♞

### 8. Circe



h#8 nightrider ♞  
nightrider-locust ♞

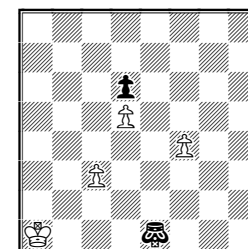
### 9. Equipollent C



ser-h#9 2 solutions  
royal princess ♞

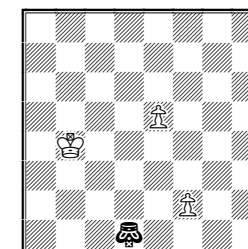
**7** a) 1.Qg3 NHh5 2.Qf3 NHh2 3.Qd3 NHb2 4.Qd4 NHb5 5.Qc4 NHd6 6.Qg8 NHf7# b) 1.Qe6 NHf8 2.Qd7 NHb8 3.Qd4 NHe2 4.Qd7 NHb6 5.Qd5 NHf4 6.Qg8 NHg6# Round trips by the BQ. **8** 1.Ka3 Nf6 2.Kb3 Ne4 3.LNxe4-f2[Ne8] Nb2 4.Ka2 Nd3 5.LNxd3-b4[Nd8] Nc6 6.LNxc6-d8[Nc8] Nf2 7.Ka1 Nb4 8.LNxb4-a2[Nb8] Nd7# The idea is in the rebirths moving left along the top rank. **9** 1.rPRf3 2.rPRg1 3.rPRxf2[Pe3] 4.rPRxe3[Pd4] 5.rPRc2 6.rPRxd4[Pe6] 7.rPRxe6[Pf8=Q] 8.rPRd5 9.rPRh1 Qf3# & 1.rPRe1 2.rPRxf2[Pg3] 3.rPRh1 4.rPRxg3[Pf5] 5.rPRxf5[Pe7] 6.rPRg6 7.rPRxe7[Pe8=Q] 8.rPRf6 9.rPRa1 Qc3# Chameleon echo mates.

### 10. Equipollent C



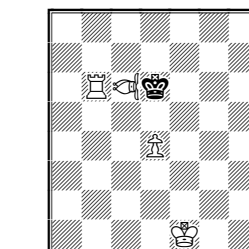
ser-h#10 b) ♞c3>g7  
royal siren ♞

### 11. Equipollent C



ser-h#17 b) ♞f2>d2  
royal rook ♞

### 12. PWC+Diagram aC

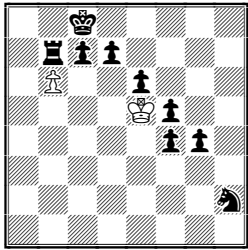


ser-h#19  
fers ♞

**10** a) 1.rSIc1 2.rSIxc3-c4[Pc6] 3.rSIb3 4.rSIxd5-e6[Pg8=S] 5.rSIe3 6.rSIxf4-g5[Ph6] 7.rSIb5 8.rSIxc6-d7[Pe8=R] 9.rSIh7 10.rSIh8 Sf6# b) 1.rSIf1 2.rSIxf4-f5[Pf8=B] 3.rSIh7 4.rSIxg7-f7[Pe7] 5.rSIh3 6.rSIxd5-c6[Pa8=R] 7.rSIc7 8.rSIxe7-f7[Ph7] 9.rSIf6 10.rSIh8 Bg7# Precise battery mates. **11** a) 1.rRf1 2.rRxf2[Pf3] 3.rRf1 4.rRxf3[Pf5] 5.rRxf5[Pf7] 6.rRh5 7.rRh8 8.rRf8 9.rRxf7[Pf6] 10.rRd7 11.rRd5 12.rRxe5[Pf5] 13.rRe2 14.rRf2 15.rRxf5 [Pf8=Q] 16.rRg5 17.rRg6 Qg7# b) 1.rRxd2[Pd3] 2.rRd1 3.rRxd3[Pd5] 4.rRxd5[Pd7] 5.rRxe5[Pf5] 6.rRxf5[Pg5] 7.rRf8 8.rRd8 9.rRxd7[Pd6] 10.rRa7 11.rRa6 12.rRxd6 [Pg6] 13.rRd2 14.rRg2 15.rRxg5[Pg8=Q] 16.rRh5 17.rRh6 Qh7# A little rR-shunting. **12** 1.Ke6 2.Kf5 3.Ke4 4.Kxd4-d6[Pe4] 5.Kc5 6.Kxb6-d6[Rc5] 7.Kc7 8.Kb6 9.Kxc6-d6[FEb6] 10.Ke5 11.Kd4 12.Kxc5-d6[Rd4] 13.Kd5 14.Kc4 15.Kc3 16.Kxd4-d6[Rc3] 17.Ke5 18.Kd4 19.Kd3 FEc5#

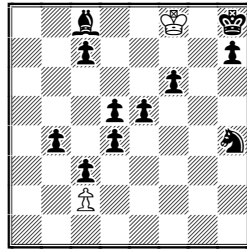
## Visitors' Corner

### 13. György Bakcsi



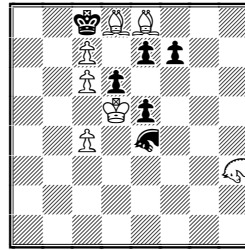
h=10 Black must check

### 14. György Bakcsi



h=10 White must capture

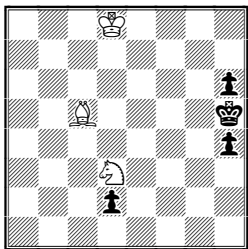
### 15. Klaus Wenda



hs#5½\* 5leaper ♞♟

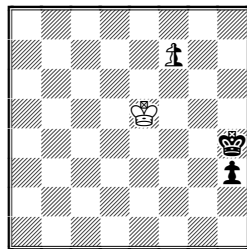
**13** 1.d6+ Kxf4 2.e5+ Kg3 3.f4+ Kxh2 4.g3+ Kh1 5.g2+ Kxg2 6.f3+ Kxf3 7.e4+ Kxe4 8.d5+ Kxd5 9.c6+ Kxc6 10.Rc7+ bxc7= Shuttle service by the white king! **14** 1.d3 cxd3 2.e4 dxe4 3.f5 exf5 4.Sg6 fxe6 5.Be6 gxh7 6.Bg8 hxg8=B 7.c5 Bxd5 8.c4 Bxc4 9.b3 Bxb3 10.c2 Bxc2= A most amusing long round trip by the capturing white unit. **15** Set 1.5Lh8+ 5Lxh8# Solution:1...f5 2.Bh5 f4 3.Be2 f3 4.Ke6 fxe2 5.Kd5 e1=5L 6.5Lh8+ 5Lxh8# Strongly fiveleaper-specific play with tempo-effects for both sides.

### 16. Pierre Tritten



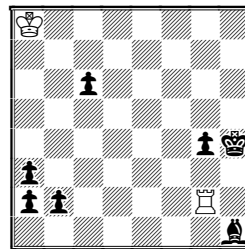
ser-h#6 2 solutions  
PWC

### 17. Sébastien Luce



seriesmate in 7 2 sols  
PWC+ChameleonChess

### 18.S.K.Balasubramanian



ser-h#17 ABC

**16** 1.d1=S 2.Sf2 3.Sxd3[Sf2] 4.Sxc5[Bd3] 5.Se4 6.Sg5 Bg6# & 1.d1=R 2.Rg1 3.Rg5 4.Rxc5[Bg5] 5.Rf5 6.Rxg5[Bf5] Sf4# A lovely miniature with the nearest PWC can get to Pierre's favourite Zilahi! **17** 1.nPf8=nR 2.nRf3[=nQ] 3.nQxh3[=nS][Pf3] 4.Kf5 5.nSf4[=nB] 6.Kxf4[Bf5] 7.nBh3[=nR]# & 1.nPf8=nB 2.nBg7[=nR] 3.nRg2[=nQ] 4.nQxh3[=nS][Pg2] 5.nSg1[=nB] 6.Kf4 7.nBh2[=nR]# An unusual combination of conditions producing a well-balanced AUW. **18** 1.a1=R 2.Rg1 3.a2 4.a1=B 5.b1=Q 6.Bf6 7.Qh7 8.c5 12.c1=S 13.Se2 14.Sg3 15.Bg5 16.Rb1 17.Rb7 Rh2# A neat AUW in which the new Q and R must choose their destinations with strategic care.

## This issue's originals

As usual Circe / antiCirce are mostly abbreviated to "C" / "aC". A set mate in one is indicated by \* and a neutral pawn by ♙. Definitions are given below, and conditions (if any) above the diagrams.

Visitors' corner is bigger than usual and offers a rich variety of originals. Along with contributions from Klaus, Pierre and Sébastien, all frequently seen here and always welcome, it was a pleasure to hear again from two old friends: **György Bakcsi**, amusing as ever, with a pair of originals which just had to appear together, and my old friend **Bala**, who will surely now have more time for composing since he has retired from his demanding professional position. Thank you all!

In problem **1**, it seemed absurd, in the context of a condition so unorthodox as equipollent Circe, to use Q,R,B,P&P (which is what it seemed to need) when two extra BSs would do instead. Problemists really should not be obsessed with the arbitrary starting position for a game which many of us no longer play. The position in **6** is of course perfectly legal (if anyone thinks it matters!). I hope that readers will find the relatively rare royal pieces interesting: they offer surprising possibilities, especially in combination with unorthodox conditions.

## Definitions

### Problem types:

**Helpmate/helpstalemate (h#/h=):** Black plays first and helps White to mate/stalemate him in the stated number of moves, unless that number ends in "½", when it is White who starts.

**Serieshelpmate (ser-h# or sh#):** Without moving into check, Black plays the stated number of helpful moves while White remains still; then White mates in one. Black may check only on the last move.

**Helpselfmate (hs#):** White plays first and Black helps until the last move, when White must force Black to mate him.

**Seriesmate (ser-#):** Without checking or moving into check, White plays the stated number of moves ending in mate of Black. Black does not move at all.

### Conditions:

**Circe (its rebirth squares are used in several other conditions):** A captured unit is reborn on its 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. (NB: orthodox neutrals are not fairy pieces!) If the rebirth square is occupied the capture is normal.

**antiCirce (a basis for several conditions):** 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. [In the default Calvet sub-type just described a piece may capture on its own rebirth square; in the alternative Cheylan subtype such captures are not allowed. However that distinction does not come into play in this issue of *Fairings*.]

**Equipollent Circe:** After a capture the captured piece is reborn on a square defined *with respect to the square where it stood before its capture*, as follows: The rebirth square lies in the same direction as that of the capturing move and at a distance equal to the length of that move. If the rebirth square is occupied or would be off the board the capture is normal. Examples: in **3** if Black plays Kd4xc3 the S is reborn on b2; if White played Re1xe3 the P would be reborn on e5. In **10** 1.rSIe1xc3-b4 would mean that the P's rebirth square would lie immediately to the left of a6 (i.e. off the board), so the capture is normal.

**Take&Make (T&M):** Capturing moves consist of two steps. The capturing step ("take") must be complemented by a further step by the capturer ("make": not a capture), using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own 1st rank. Captures on the promotion rank lead to promotions only if the pawn is on the promotion rank after the "make" step. Promotions at the end of the "make" step are normal.

**PWC (PlatzWechselCirce):** 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 capture, while those appearing on their 8th rank are promoted instantly, at the choice of the capturing side.

**DiagramantiCirce:** As antiCirce except that the rebirth square for the capturing unit is the one where it stands in the diagram.

**Chameleon Chess:** All units except Ks and Ps are chameleons (see below) and pawns promote only to chameleons.

**ABC (Alphabetical Chess):** The squares are considered in the order a1, a2...a8, b1...b8, c1 and so on to h8. The player whose turn it is may move only his unit standing on the square which comes earliest in this order. However check and mate are normal.

#### Piece characteristics:

**Neutrality:** A unit with this characteristic may be regarded as of either colour by the side which is to play next. Neutral pawns promote to neutral pieces; for

rebirths neutrals take the colour opposite to that of the capturing piece.

**Royalty:** A royal piece counts as its side's king for check and checkmate but moves only in its usual way, i.e. not additionally as a king.

**Chameleon:** At the completion of every move, a unit with this characteristic changes type. The types form a cycle which may theoretically be predefined in any way but is usually taken to be the default option S-B-R-Q-S... Promotion may be to a chameleon at any stage in the cycle.

**Rider:** Makes as many predefined (m,n)-leaps as desired in a predefined direction so long as the line remains clear. A bishop is a (1,1)-rider.

**Hopper:** Hops on a predefined line over any one unit (the hurdle) to the next square beyond. The line to the hurdle must be clear.

**Locust:** Moves on a predefined line but **only** to capture, by hopping over and removing a hurdle of the other colour and landing on the next (necessarily empty) square on the line. The line to the hurdle must be clear.

#### Unorthodox pieces:

**Nightrider N:** A (1,2/2,1)-rider (see above). Thus it uses any straight line of S leaps.

**Nightriderhopper NH:** A hopper (see above) on N-lines (see above). Example: NHa1-g4 with NH a1, any unit on e3, but c2 empty.

**Nightrider locust LN:** A locust (see above) moving only on nightrider lines. Example: LNxe3-g4 with LNa1, any opposing unit on e3, but c2 empty.

**Zebra Z:** A (2,3/3,2)-leaper, thus a1-c4 or a1-d3.

**Zebrarider ZR:** A (2,3/3,2)-rider, using any straight line of Z leaps.

**Camel CA:** A (1,3/3,1)-leaper, thus a1-b4 or a1-d2.

**Princess PR:** A piece combining the powers of bishop and knight.

**Siren SI:** Moves as a queen but captures as a locust (see above) on queen lines.

**Fers FE:** A (1,1)-leaper, thus a1-b2.

**Fiveleaper 5L:** Leaps to any square at a distance of (0,5/5,0) or (3,4/4,3), thus a1 to a6, d5, e4 or f1.

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