

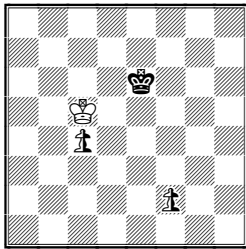
FAIRINGS...

N° 46: December 2015

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Many thanks to Stephen for helping me through the seventh (!) year of *Fairings*, to Julia for the website coverage and of course to readers for their loyalty and their interesting responses. For explanations & comments please see the next page.
Seasonal Greetings and best wishes to all.

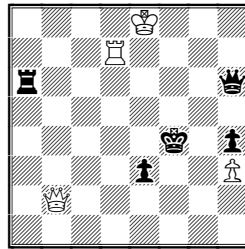
1. C J F



h#2 b) ♠c4>e5 Isardam +AntipodeanCirce

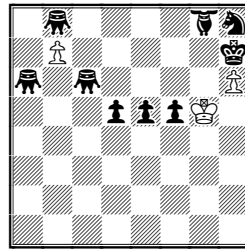
1 a) 1.nPf1=nB nBxc4[nPg8=nB] 2.nBf7 Kd6# b) 1.nPf1=nQ nQf6+ 2.Kxe5[Pa1=nQ] Kd5# See problem 5. 2 1.Rg6 Qf6 2.Ke4 Rd4# (3.Rg4?) & 1.Qc6 Rd6 2.Kg5 Qe5# (3.Qg2?) Pinmates by mutual interference, as shown by the third-move attempts indicated in brackets. 3 1.Ga8 bxa8=G/B 2.d4 G/Bh1#, 1.Gb6 b8=G/B 2.e4 G/Bh2# 1.Gc8 bxc8=G/B 2.f4 G/Bh3#. A very neat hunter-promotion problem to go with my two from *Fairings* 43. Hunters with a grasshopper part look promising!

2. C J F



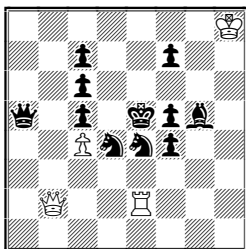
h#2 2 solutions Isardam

3. Sébastien Luce



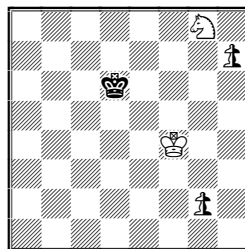
h#2 3 sols G/B-hunter ♞ grasshopper ♟

4. C J F



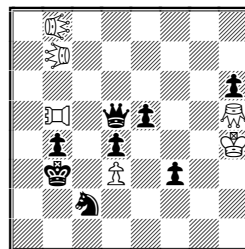
h#2 2 solutions Equipollent Circe

5. C J F



h#2½ b) ♞g8>f8 Isardam + Circe

6. C J F & Klaus Wenda

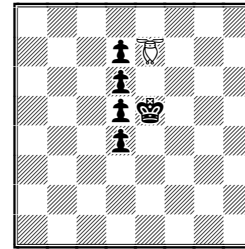


h#2½ b) ♞(LI) <> ♞(G) Q-locust ♞ R-locust ♞

4 1.Qe1 Rxe4[Se6]+ 2.Qxe4[Re7] Re6# (3.fxe6?) & 1.Qa1 Qxd4[Sf6]+ 2.Qxd4[Qg7] Qxf6# (3.Bxf6?) 5 a) 1...nPh8=nB 2.nPg1=nB nBc5+ 3.nBe5+ Kxe5[nBf8]# b) 1...nPh8=nQ 2.nPg1=nQ nQd1+ 3.nQe5+ Kxe5[nQd8]# In Isardam such "pinned-K" mates are familiar, but here the pin is created (unusually) by capture on the final move,

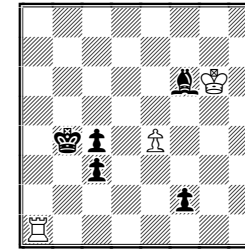
a very tricky thing to show. Problem 1 is a less unusual but more varied derivative of this. 6 a) 1...Gh3 2.Qxb5 Lxf3-g2 3.Qb7 Lxb7-a8# b) 1...Llh8 2.Qxb7 LRxe5-f5 3.Qb5 LRxb5-a5# This shows (we hope you'll agree) how well the various hoppers can work together, with good BQ play – and amusing twinning devised by Klaus!

7. Sébastien Luce



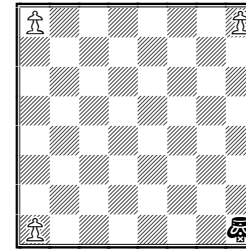
h#4½ (no ♞) b) ♞e7>e3 B+grasshopper ♞

8. C J F



ser-h#4 b) ♞c) & ♞>g5 d) & ♠c3>b5 Equipollent C

9. Sébastien Luce

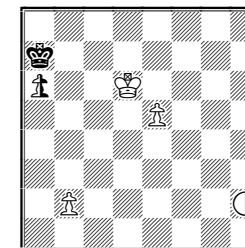


ser-h#9 PWC royal rook ♞

7 F for *Fairings*, composed specially – thank you! 1...He4 2.dxe4[Hd5] He6 3.dxe6 [Hd7] Hf5 4.d3 Hxd3[Pf5] 5.d5 Hd6# & 1...Hxd4[Pe3]+ 2.Ke4 He5 3.dxe5[Hd6] Hf4 4.d6 Hxd6[Pf4] 5.d4 Hd3# A remarkable echo, showing Sébastien's typical ingenuity.

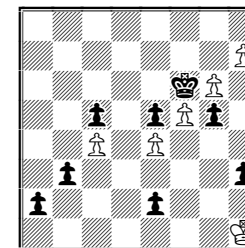
8 a) 1.f1=R 2.Re1 3.Rxe4[Pe7] 4.Bxe7[Pd8=Q] Qb6# b) 1.f1=S 2.Sd2 3.Sxe4[Pf6] 4.Sxf6[Pg8=Q] Qxc4# c) 1.f1=Q 2.Qe2 3.Qxe4[Pe6] 4.Qxe6[Pe8=Q] Qb5# d) 1.f1=B 2.Bg2 3.Bxe4[Pe6] 4.Bxc6[Pa8=Q] Qa3# An obvious task. I had hoped to show it with better twinning. 9 1.rRb1 2.rRb8 3.rRxb8[Pb8=S] 4.rRe8 5.rRxb8[Se8] 6.rRxa8 [Pb8=B] 7.rRxa1[Pa8=S] 8.rRa6 9.rRxa8[Sa6] Sc7# The pawns in the corners make a visually amusing start to this beautifully forced sequence.

10. C J F



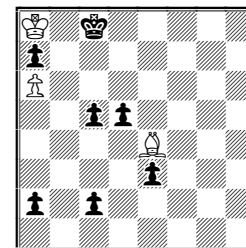
ser-h#12 Couscous 2 solutions imitator ♞

11.S.K.Balasubramanian



ser-h#13 ABC

12.S.K.Balasubramanian



ser-h#14 ABC b) e4=>♞

10 1.Kxa6[nPe8=nR][Ih1] 2.nRa8[Ih1] 3.Kb7[Ie2] 4.Kxa8[nRe8][Id3] 5.nRb8[Ia3] 6.nRb7[Ia2] 7.Kxb7[nRe8][Ib1] 8.Kc8[Ic2] 9.nRe7[Ic1] 10.Kd8[Ih1] 11.nRb7[Ia1] 12.nRb8[Ia2] Kd5[Ia1]# & 1.Kxa6[nPe8=nB][Ih1] 2.Ka7[Ih2] 3.nBd7[Ig1] 4.nBc8 [If2] 5.nBb7[Ie1] 6.Kxb7[nBe8][If1] 7.Kb8[If2] 8.nBd7[Ie1] 9.nBc8[Ih2] 10.Kxc8 [nBe8][Ie2] 11.Kd8[If2] 12.nBd7[Ie1] Kxd7[nBe1][Ie2]# Sent to a magazine 18 months ago – was it published?? 11 1.a1=S 2.Sc2 3.b2 4.b1=S 5.Sc3 6.Sd4 7.Sd5

8.Se6 9.Se7 10.e1=S 11.Sf3 12.Sg7 13.Sg8 hxg8=S# 4 promoted knights is a notable achievement, but the most striking feature is surely the clever sequencing of their play. **12** a) 1.a1=B 2.Bc3 3.c1=B 4.Ba3 5.Bb4 6.Ba5 7.Bd8 8.Ba5 9.Bc7 10.c4 11.c3 12.c2 13.c1=Q 14.Qc5 Bf5# b) 1.a1=Q 2.Qa5 3.Qd8 4.c1=R 5.Rb1 6.Rb7 7.Rc7 8.c4 9.c3 10.c2 11.c1=S 12.Sb3 13.Sc5 14.Sd7 Sd6# Here again a promotion task (AUW+Q+B!) is distinguished by the elegant manner of its achievement. More clever sequencing, with good twinning and balance in a very neat position.

This issue's originals

Having composed very little recently I am very pleased to be helped by three faithful contributors in completing this year's quota of six issues of *Fairings*. Thank you!

In the diagrams ♙ indicates a neutral pawn. and in the stipulations "&" means "further", i.e. continue from the diagram of the previous part. Definitions are given below. All the problems have been tested by Popeye except for 7, tested by WinChloe.

Definitions

Problem types:

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

Sereshelpmate (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.

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.

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, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.

Isardam: Any move creating a Madrasi-style paralysis (see above) is illegal. Thus a check may be countered by guarding the king using a unit of the same type as the checking piece, and if a piece stands between two line pieces which would otherwise paralyse each other, that piece may not leave the line.

Antipodean Circe: As Circe but the rebirth square for a captured piece lies at a distance of 4,4 from the capture square (the "antipodes" as it would be on a spherical board). Thus for example a capture on c1 produces a rebirth on g5. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares promote immediately.

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. ["Equipollent" simply means "equivalent".]

PWC (PlatzWechselCirce): Captured units are reborn on the square just vacated by the capturer. Pawns appearing on their first rank have no power until reactivated by capture, while those appearing on their eighth rank are promoted instantly, at the choice of the capturing side.

Couscous: A captured unit reappears on the Circe rebirth square of its capturer. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturing side.

Imitator I: All moves must be exactly imitated in length and direction by the I, else they are illegal. The I may be blocked by the board edge or by a unit of any colour. However it is not blocked by the moving piece. Pawns may not be promoted to imitators, at least never in *Fairings*!

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 neutral unit 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.

Hunter [X/Y]: In the name "X/Y-hunter" two different pieces are indicated as X and Y. The hunter moves as the first-named piece when going towards the opponent (i.e. down the board for Black, up the board for White) and as the second piece when retreating (i.e. down the board for White, up the board for Black). Horizontal moves are not allowed.

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.

Hopper: Hops on a predefined line over any one unit (the hurdle) to a square beyond; this arrival square is the next one beyond the hurdle unless otherwise specified. The line to the hurdle must be clear.

Locust: A hopper (see above) which moves **only** to capture; it does that by hopping over and removing a hurdle of the other colour, landing on the next (necessarily empty) square on the line. The line to the hurdle must be clear. "Locust" by itself is usually taken to mean "Q-locust" (see below).

Unorthodox pieces:

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond.

Lion LI: a grasshopper which (unless blocked) can move to *any* square beyond the hurdle.

Q-locust (or just "Locust") L: A locust (see above) moving on queen lines.

R-locust LR: A locust (see above) moving on rook lines.

Bishop+Grasshopper H: Simply a piece combining the powers of B and G.
