

FAIRINGS...

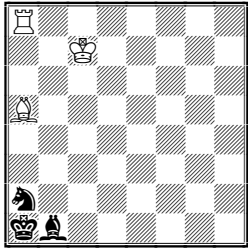
N° 48: April 2016

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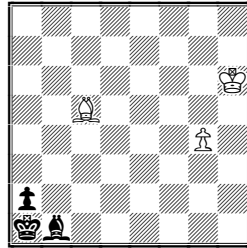
Once again, not the usual variety of original problems – for the explanation please see the personal note below. Best wishes to all.

1.



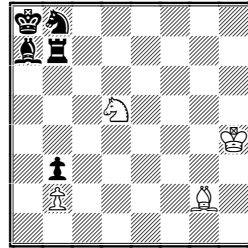
ser-h#12* ABC

2.



ser-h#17* ABC

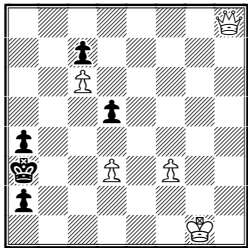
3.



ser-h#19* ABC

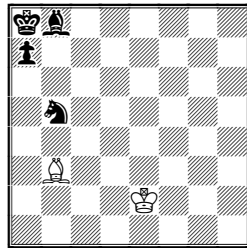
1 Set: 1...Bc3# Solution: 1.Kb2 2.Sb4 3.Bh7 4.Kc3 5.Kd4 6.Sc6 7.Se7 8.Ke5 9.Kf6 10.Sg8 11.Kg7 12.Kh8 Bc3# An obvious pinmate shift. The related problem 9 is more complicated. **2** Set: 1...Bd4# Solution: 1.Kb2 2.a1=S 3.Sb3 4.Be4 5.Kc3 6.Sd2 7.Kc4 8.Kd5 9.Sf1(Sf3?) 10.Ke6 11.Bh1 12.Kf7 13.Sh2 14.Kg8 15.Kh8 16.Bd5 17.Bg8 Bd4# The bishop's eccentric route to g8 determines the knight's route to h2. **3** Set: 1...Sc7# Solution: 1.Bc5 2.Ka7 3.Ka6 4.Kb5 5.Kc4 6.Ra7 7.Ra1 8.Rc1 9.Sa6 10.Sc7 11.Ra1 12.Ra8 13.Rd8 14.Kb5 15.Ka6 16.Kb7 17.Kc8 18.Ba7 19.Bb8 Sb6#

4.



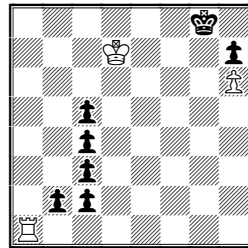
ser-h#20 ABC
b) reflect a1↔h1

5.



ser-h#21* ABC

6.

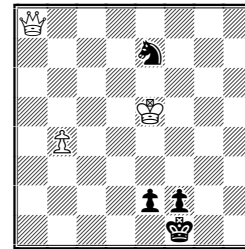


ser-h#21 ABC

4 a) 1.a1=B 2.Bg7 3.Ka2 4.Kb1 5.a3 6.a2 7.a1=Q 8.Qf6 9.Kc2 10.Kxd3 11.Ke3 12.d4 13.d3 14.d2 15.d1=B 16.Bxf3 17.Kf4 18.Bg4 19.Kg3 20.Qf3 Qh2# b) 1.e4 2.h1=S 3.Sf2 4.Sg4 5.Sxf6 6.Sd5 7.Sf4 8.Sg2 9.f5 10.f4 11.fxe3 12.e2 13.e1=B 14.Bg3 15.e3 16.e2 17.e1=B 18.Bf2 19.Bg1 20.Bh2 Qc8# No claim of artistic unity, just amazement that such twinning (obviously paradoxical in ABC) can be shown in a problem of this length. **5** Set: 1...Bd5# 1.a5 2.a4 3.a3 4.a2 5.a1=B 6.Bg7 7.Kb7 8.Sa7 9.Sc8 10.Kc6 11.Bh2 12.Kd6 13.Se7 14.Ke5 15.Kf4 16.Sg8 (Sg6?) 17.Kg3 18.Kg2 19.Kh1 20.Bd4

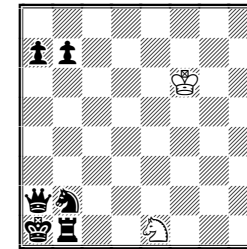
21.Bg1 Bd5# **6** 1.b1=R 2.Rh1 3.c1=R 4.Rc2 5.Rch2 6.c2 7.c1=R 8.Rc3 9.Rch3 10.c3 11.c2 12.c1=R 13.Rc4 14.Rch4 15.c4 16.c3 17.c2 18.c1=R 19.Rc5 20.Rch5 21.Kh8 Ra8# ABC lends itself to boring multi-promotion tasks. Here the promotions are at least all for hideaways. The WK is not needed but I prefer to include him.

7.



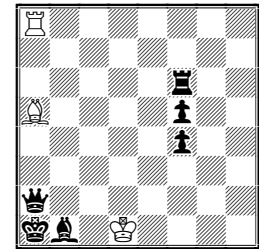
ser-h#22* ABC

8.



ser-h#22* ABC

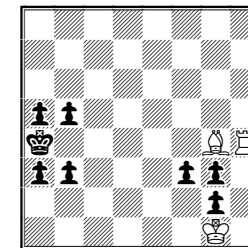
9.



ser-h#23* ABC

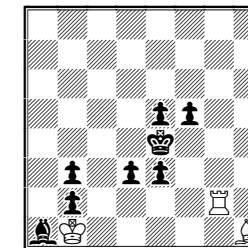
7 Set: 1...Qh1# Solution: 1.e1=S 2.Sc2 3.Sd4 4.Se6 5.Sf8 6.Sf5 7.Ke2 8.Kd3 9.Kc4 10.Kb5 11.Kb6 12.Kc7 13.Kd7 14.Ke7 15.Kf7 16.fl=R 17.Rg1 18.Sh4 19.Kg8 20.Rg7 21.Rh7 22.Kh8 Qxf8# Black must promote to a knight even though he already possesses one... which must then be hidden away! **8** Set: 1...Sc2# Solution: 1.Qg8 2.Ka2 3.Kb3 4.a5 5.a4 6.a3 7.a2 8.a1=S 9.Sc2 10.Ra1 11.Ra8 12.Rb8 13.Sd1 14.Kb2 15.Kc1 16.b5 17.b4 18.b3 19.b2 20.b1=S 21.Sd2 22.Rb1 Sd3# A curious round trip by the black rook. **9** Set: 1...Bc3# Solution: 1.Kb2 2.Qg8 3.Be4 4.Kb3 5.Kc4 6.Kd5 7.Ke6 8.Bh1 9.Kf7 10.f3 11.f2 12.fl=B(=S?) 13.Bh3 14.f4 15.f3 16.f2 17.fl=B 18.Bd3 19.Bh7 20.Rf2 21.Rh2 22.Kg7 23.Kh8 Bc3# Pinmates. The rook's need for h2 determines the promotion on fl.

10.



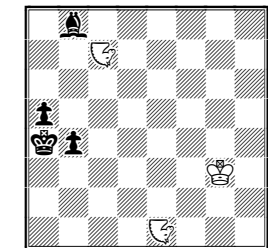
ser-h#23* ABC

11.



ser-h#25* ABC

12.



ser-h#22* ABC N♞

10 Set: 1...Bd7# Solution: 1.a2 2.a1=S 3.Sc2 4.Kb4 5.a4 6.a3 7.a2 8.a1=S 9.b2 10.Sb3 11.b1=S 12.Sc3 13.Sc1 14.Kc4 15.b4 16.b3 17.b2 18.b1=R 19.Rb5 20.Rc5 21.Sd3 22.Sa3 23.Sab5 Be6# **11** Set: 1...Rg4# Solution: 1.d2 2.d1=B 3.Bg4 4.e2 5.e1=B 6.Bd2 7.Bh6 8.Kf4 9.e4 10.e3 11.e2 12.e1=B 13.Bc3 14.Bh8 15.Kg5 16.f4 17.f3 18.fxg2 19.g1=B 20.Bd4 21.Bg7 22.Be6 23.Bg8 24.Kg6 25.Kh7 Be4# One of the hardest to solve, I think. **12** Set: 1... Ne5# Solution: 1.Kb3 5.a1=N 6.Nc2 7.Kc3 8.b3 9.b2 10.b1=Q 11.Qb7 12.Qh1 13.Ba7 14.Be3 15.Ne6 16.Kd2 17.Ke2 18.Kf1 19.Ng2 20.Kg1 21.Ba7 22.Bb8 Nf3# A peculiar bishop switchback.

A personal note

Some readers will know that my wife Anne has been seriously ill, which has meant that I have had almost no time for chess since the beginning of February. Many thanks for the messages of sympathy and kind wishes. She is currently making good progress.

This naturally brought into question my resolve to ensure that *Fairings* appears regularly in 2016. The solution has been to call upon hitherto unpublished material, and for this ABC was a natural choice. Many problemists are dubious about this condition, which is indeed rather restricted (and restricting!). Without being a great devotee of ABC myself, I have found it interesting to tackle the realignment of logic which it demands, especially in the serieshelpmate. Perhaps the present series of mostly simple positions will reveal a few unexpected subtleties to readers who are prepared (ideally) to solve them, or at least to examine the reasons for the moves.

For the June issue (all being well) I hope to return to the usual format with a variety of unorthodox problems, pieces and conditions.

Definitions

Problem types:

Serieshelpmate (ser-h#): 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.

Set-mate problems (*) : Problems marked thus have a mate in one which could be played if it were the other side's turn. However all moves available to the side whose turn it is to play prevent that set mate.

Conditions:

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:

Leaper: Moves directly to its predefined arrival square, regardless of all other units. Knights are (1,2/2,1)-leapers.

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

Unorthodox pieces:

Nightrider ♞ N: A (1,2/2,1)-rider (see above). Thus it uses any straight line of S leaps. Examples: Na1 to b3, c5, d7, c2, e3 or g4.

