

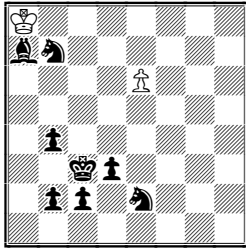
# FAIRINGS...

## N° 49: August 2016

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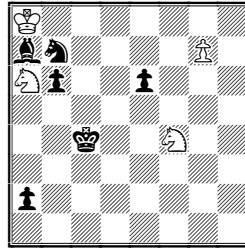
Please see *Some notes on the problems* below. Best wishes to all.

1.



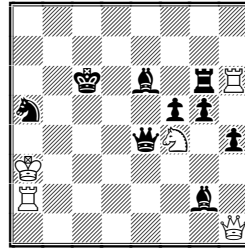
h#2 2 sols EquipollentC

2.



h#2 2 sols Couscous

3.



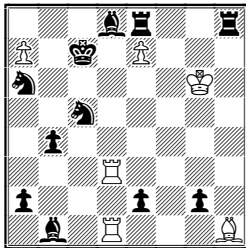
h#2 2 solutions T&M

**1** 1.Sd4 Kxa7[Ba6](Kxb7?) 2.Sxe6[Pf8=Q] Qxb4# & 1.Sf4 Kxb7[Sc6](Kxa7?) 2.Sxe6 [Pd8=Q] Qxd3#

**2** 1.a1=Q Kxa7[Be1](Kxb7?) 2.Qxg7[Pd8=Q] Qd3# & 1.a1=B Kxb7[Se1](Kxa7?) 2.Bxg7[Pf8=Q] Qb4# Two different views of a simple tempo dual-avoidance motif.

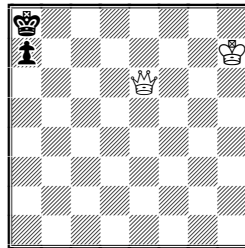
**3** 1.Qxf4-h5 Qxg2-d5+ 2.Kxd5-h1 Rxh5-d1# & 1.Bxa2-a1 Rxc6-d6+ 2.Kxd6-h6 Qxa1-h8# Surely you did not expect actual halfpins?

4.



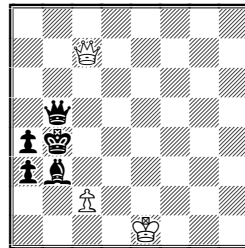
h#2 1 sol Single Box

5.



ser-h#11\* ABC

6.



ser-h#16\* ABC

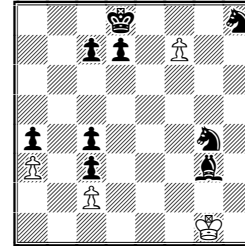
**4** 1.exd1=Q exd8=R 2.g1=B a8=S# Curiously, Black's first move enables White's first.

**5** Set: 1...Qc8# Solution: 1.a5 2.a1=R 6.Rb1 7.Kb7 8.Ra1 9.Ra8 10.Rb8 11.Ka8 Qa6#

**6** Set: 1...c3# Solution: 1.a2 2.a1=B 3.Be5 4.a3 5.a2 6.a1=B 7.Bd4 8.Bc4 9.Kc3 10.Qc6 11.Kb4 12.Kc5 13.Bd3 14.Kd5 15.Qe6 16.Be4 c4# An obvious side-to-side switch, however 3.Be5 looks a dozen moves ahead.

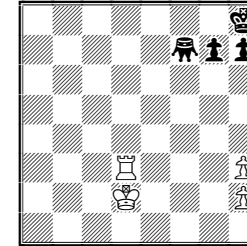
**7** Set: 1...f8=Q# Solution: 1.c5 2.d5 3.d4 4.d3 5.d2 6.d1=S 7.Se3 8.Ke7 9.Sf5 10.Kf6 11.Sg7 12.Kg6 13.Bf4 14.Bh6 15.Sf6 16.Sg8 17.Kh7 f8=S# & ... 5.dxc2 6.c1=B 7.Bxa3 8.Bc1 9.a3 10.a2 11.a1=R 12.Ra7 13.Rd7 14.Ba3 15.Bb4 16.Ba5 17.Bc7 f8=Q# This combines two ideas: the =Q/=S switch (var. 1) and the idea of the same mating move with a differently arranged mate (var. 2). The AUW was an afterthought.

7.



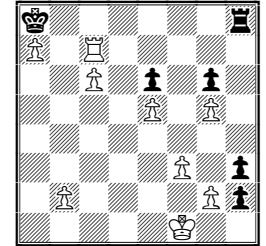
ser-h#17\* 2 vars ABC

8.



1->ser-h#17 ABC G♞

9.



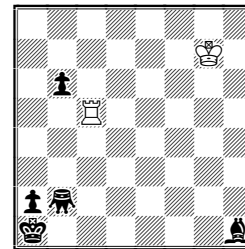
ser-h#21 ABC

**7** The solution is in the previous column.

**8** 1...Ke2 then 1.g5 2.g4 3.g3 4.g2 5.g1=G 6.h5 7.h4 8.Kh7 9.Kg6 10.Gh5 11.Gg7 12.Kh6 13.Gh7 14.Kg6 15.Kf7 16.Kg8 17.Kh8 Rd8# Not only does the BK succeed in escaping from h8, but he also then performs a round trip (with a step back to h6). The aim of the introductory move was to emphasise the rationale of the play: playing 1...Ke1? or 1...Ke3? gives Black unwanted moves.

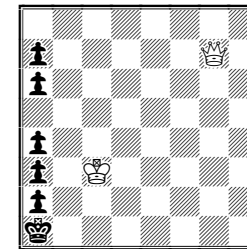
**9** 1.h1=S 2.Sf2 3.Se4 4.Sxg5 5.Sf7 6.Sxe5 7.Sd3 8.Sf2 9.e5 10.e4 11.exf3 12.Sh1 13.f2 14.g5 15.g4 16.g3 17.h2 18.Rb8 (at last!) 19.Rxb2 20.Ra2 21.Rxa7 Rc8# Note that 20.Rb7? forces 21.Kxa7.

10.



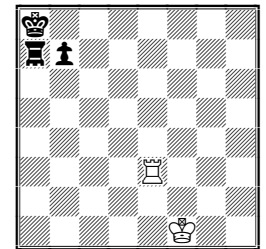
ser-h#21\* 2 sols ABC

11.



ser-h#26\* ABC

12.



ser-h#27\* ABC RH ♞

**10** Set: 1...Rc1# Solutions: 1.Kb1 2.a1=R 3.Ra8 4.Rb8 5.Ka2 6.Ka3 7.Kb4 8.Gb5 9.Ka5 10.Ka6 11.Kb7 12.Gd5 13.b5 14.b4 15.b3 16.b2 17.b1=G 18.Kb6 19.Gb7 20.Ka7 21.Ka8 Ra5# & 1.Kb1 2.a1=G 3.Gc3 4.Kc2 5.Gd2 6.b5 7.b4 8.b3 9.b2 10.b1=B 11.Ba2 12.Bad5 13.Kd3 14.Gc6 15.Gc4 16.Ge2 17.Gf2 18.Kd2 19.Ke1 20.Bdg2 21.Kf1 Rc1#

**11** Set: 1...Kc2#(not Qg1?) Solution: 1.Kb1 2.a1=R 3.Ra2 4.Rb2 5.a2 6.a1=Q 7.Qa2 8.Qg8 9.a3 10.a2 11.a1=Q 12.Qa4 13.Qd1 14.a5 15.a4 16.a3 17.a2 18.a1=S 19.Sc2 20.a5 21.a4 22.a3 23.a2 24.a1=B 25.Ka2 26.Ka3 Qa7# Here the idea was indeed the AUW(+)-all on a1.

**12** Set: 1...Re8# Solution: 1.RHc7 2.Kb8 3.b5 4.b4 5.b3 6.b2 7.b1=RH 8.RHg1 9.Kc8 10.Kd7 11.RHe7 12.Ke8 13.Kf7 14.RHg7 15.Kf6 16.Kf5 17.Kg4 18.RHe1 19.RHe4 20.RHh4 21.Kg5 22.Kh6 23.RHh7 24.Kg6 25.Kf7 26.Kg8 27.Kh8 Re8#. A rambling corner-to-corner route for the BK.

## Some notes on the problems

The first two problems, with 10 units each, but one using Couscous and the other equipollent Circe, are almost the same in content. Both are very simple, but which is better?

In the Take&Make problem (3) it is of course quite usual to have two bishops on squares of the same colour – neither needs to have been promoted, but one at least has made a colour-changing "make".

Problems 7 to 9 each have a black unit stuck (under the rules of ABC) on h8. The knight in 7 thus proved very useful in stopping cooks, but it also gave me the idea for 8 & 9. The Bh1 in 10 just stops cooks

Further to the note in *Fairings* 48: My wife is very much better but (as you see) my composing has not yet fully recovered from recent events. Nevertheless I am hoping that it will be possible to produce a 50<sup>th</sup> (and probably final) issue of *Fairings* this year.

## Definitions

### Problem types:

**Helpmate (h#):** Black plays first and helps White to mate him in the stated number of moves.

**Sereshelpmate (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. "1->ser-h#" means that White must move once, then a normal sereshelpmate follows.

**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:

**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. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturer.

### **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. If the rebirth square is occupied the capture is normal.

**Couscous:** A captured unit reappears on the Circe rebirth square (see above) 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 capturer.

**T&M (Take&Make):** 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 first 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.

**Single Box:** Only the initial set of pieces found in the conventional game array is available for promotions, thus for example in 4 1.e1=S cannot be played because two black knights are on the board. *Cognoscenti* will know that there are two Single Box types, one allowing 1.e1 (still a pawn), and one disallowing any move to e1 unless a legal promotion is involved. However it makes no difference in 4.

**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 whichever of his units is standing on the square which comes earliest in this order. However check and mate are normal.

### Unorthodox pieces:

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

**Rookhopper RH:** A grasshopper restricted to rook-lines.