

FAIRINGS...

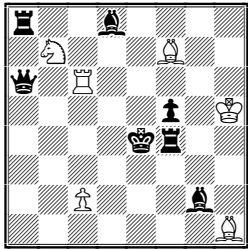
N° 50: October 2016

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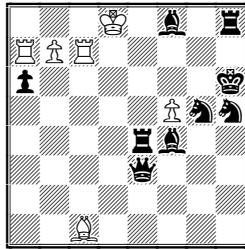
Please see *Some notes on the problems* below. Best wishes to all.

1.



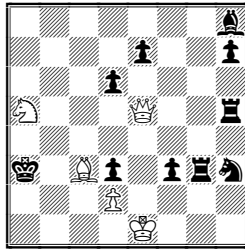
h#2 2 solutions T&M

2.



h#2 2 solutions T&M

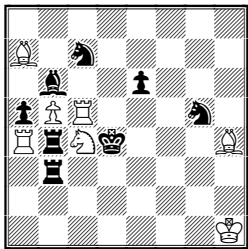
3.



h#2 2 solutions T&M

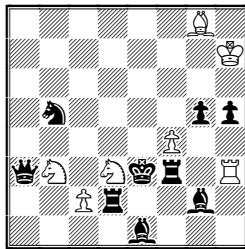
1 1.Kd4 Rxa6-e2 2.Bxb7-c5 Bxa8-a1# & 1.Ke5 Sxd8-g5 2.Bxc6-d6 Bxa8-h8# The first-move white captures open lines for the "make" part of the second ones. The use of the four corners makes some impression of symmetry unavoidable. **2** 1.Qxa7-a8+ bxa8-d5 2.Se6+ dxe6-g5# & 1.Bxc7-c8 bxc8-e6 2.Sf7+ exf7-g5# Peculiar pinmates in which the mating unit stands on the pinline. **3** 1.Rf5 Qxg3-g5 2.Rxa5-b3 Qa5# & 1.Bf6 Qxg3-g7 2.Bxc3-b4 Qa1# The idea is simple but I was surprised that it could be made to work. The numerous blocking units seem inevitable.

4.



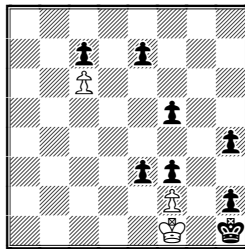
h#2 T&M b) g5=> ♗

5.



h#2 2 solutions T&M

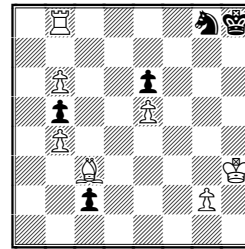
6.



h#6 T&M

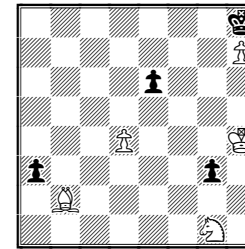
4 a) 1.Kxc5-f5 Bxb6-e3 2.Rxc4-e5 Bxg5-h7# b) 1.Kxc4-d6 Rxb4-g4 2.Bxc5-e5 Rxg5-d8# I wanted both thematic black units to end up on e5, but that made the idea quite difficult to show. **5** 1.Kxf4-f5 Sxd2-f2 2.Rxd3-e5 Rxa3-f8# & 1.Ke4 Sxe1-h4 2.Rxb3-d4 Rxa3-e7# Compare with **1**; I think I prefer this one. **6** 1.f4 Ke1 2.Kg2 fxe3-e2 3.h1=Q+ Kd2 4.Qb1 exf3-f2 5.Qb7 cxb7-a8=Q+ 6.Kf1 Qh1# Note the WP's round trip. There are various possibilities for more phases (e.g. Pe7>e5 or Ph4>h7) but what I wanted was the far-seeing first black move, preventing 7.Kxf2-f4.

7.



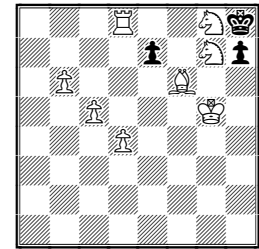
ser-h#17 ABC

8.



ser-h#21 ABC

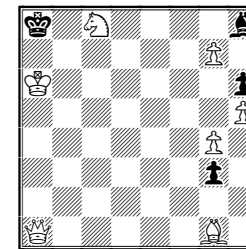
9.



ser-h#22 ABC

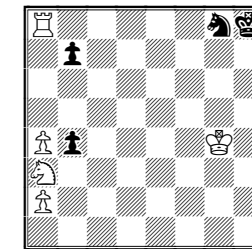
7 1.c1=S 2.Sd3 3.Sxe5 4.Kh7 5.Sf3 6.e5 7.e4 8.e3 9.e2 10.e1=Q 11.Qg1 12.Sh2 13.Qh1 14.Sh6 15.Qg1 16.Qxb6 17.Qg6 Rh8# The idea was of course the queen's hesitation on g1. **8** 1.a2 2.a1=R 3.Rf1 4.e5 5.exd4 6.Rf6 7.d3 8.d2 9.d1=B 10.Bf3 11.Bh1 12.g2 13.Kg7 14.Kh6 15.Rf1 16.Rxg1 17.Rb1 18.Rxb2 19.Rb6 20.Rg6 21.g1=S h8=Q# An unusually-motivated set of the four promotions. **9** 1.e5 2.e4 3.e3 4.e2 5.e1=S 6.Sd3 7.Sxc5 8.Sb3 9.Sxd4 10.Sf5 11.Sxg7 12.h5 13.h4 14.h3 15.h2 16.h1=B 17.Bd5 18.Bxg8 19.Kh7 20.Sh5 21.Bd5 22.Bb7 Rh8#

10.



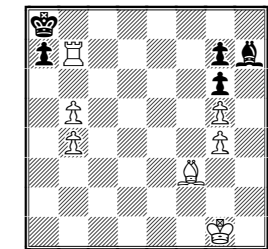
ser-h#25 ABC

11.



1->ser-h#25 ABC

12.



ser-h#29 ABC

10 1.Kb8 2.Kc7 3.Kc6 4.Kd5 5.Ke4 6.Kf3 7.Kg2 8.Kh1 9.g2 10.Bxg7 11.Bd4 12.Bxg1 13.Kh2 14.Bd4 15.Bh8 16.g1=S 17.Sh3 18.Kg3 19.Kxg4 20.Kf5 21.Ke6 22.Kd7 23.Kxc8 24.Kb8 25.Ka8 Qxh8# The BK's round trip is motivated by the need to release the B, which must in turn release the K; the initial idea was how to make the B return to h8. **11** 1.Sb1, then 1.b3 2.b2 3.b5 4.b4 5.b3 6.bxa2 7.a1=B 8.Kg7 9.Kh6 10.Se7 11.Sd5 12.Sc3 13.Sxb1 14.Sc3 15.b1=R 16.Bb2 17.Rf1 18.Bc1 19.Bg5 20.Sxa4 21.Sc5 22.Se6 23.Sg7 24.Rf6 25.Rg6 Rh8# The introductory move enables the immobilisation of the black bishop, and thus ought to make it harder to anticipate. **12** 1.a5 2.a4 3.a3 4.a2 5.a1=B 6.Bf6 7.Bxg5 8.Bh6 9.g5 10.g6 11.Bg7 12.Bh8 13.Bg8 14.Be6 15.Bxg4 16.Bd7 17.Bxb5 18.Bf1 19.Bg2 20.Bh1 21.g4 22.g3 23.g2 24.g5 25.g4 26.g3 27.Be5 28.Bb8 29.Ba7+ Rb6# My own favourite among these problems.

Some notes on the problems

Apologies for the lack of variety this time, but at least all the originals are recent ones. When my wife was ill, I filled in with ABC problems which I had not originally intended to publish, but that led to a renewed interest in this strange genre; it has a logic of its own. The result was some quirky (I hope) new compositions, as you can see in problems 7-12.

In connection with 1, 2 and 4 I should point out as usual that in Take&Make problems it is quite normal to have two black or white bishops on squares of the same colour – neither needs to have been promoted, but one at least has experienced a colour-changing "make".

In *Fairings* 49 I described this present issue of *Fairings* as likely to be the final one. I was thinking along the lines of *Broodings* which, as many readers will remember, stopped at 50. However there is still time for more *Fairings* this year, and it would be untidy to stop in the autumn. We shall see.

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.

Conditions:

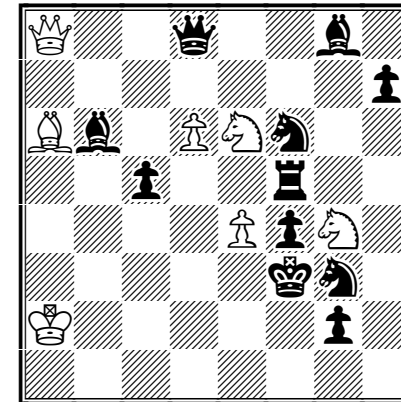
T&M (Take&Make): Capturing moves consist of two steps. The capturing step ("take") must be complemented by a further step by the capturer ("make": not a capture), using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own

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.

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.

~o~O~o~

László Lindner *feenschach* 1983 1st Prize



h#2 2 solutions

- 1.c4 Bc8 (Qc8?) 2.Rc5 Sd4# (Sg5?)
1.Sd5 Qc8 (Bc8?) 2.Rf6 Sg5# (Sd4?)

László was an old friend. The centenary of his birth falls later this year (to be exact, he was born on December 23rd, 1916) and prompts me to quote a characteristic orthodox helpmate of his which serves up a feast of line-motivated dual avoidance.