

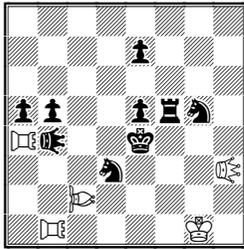
FAIRINGS...

N° 51: November 2016

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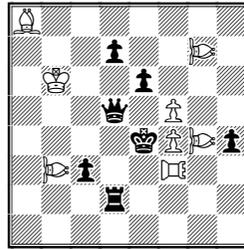
Please see *Some notes on the problems* below. Best wishes to all.

1.



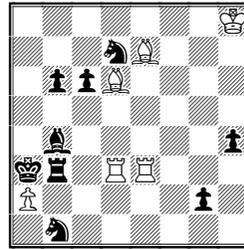
h#2 2 sols siren ♁♁
triton ♁ nereid ♁

2.



h#2 2 solutions
triton ♁ nereid ♁

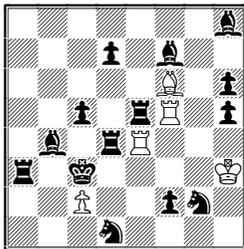
3.



h#2 b) ♁d7>f6
T&M

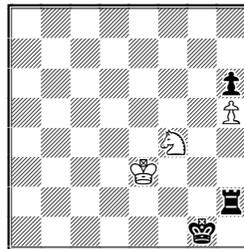
1 1.Sf4 TRb3 2.SIa3 SIxf5-c6# & 1.Rf4 TRd1 2.SIc5 (not check, of course) SIxd3-c3#
Black's second has to be chosen so as to avoid possible capture of the white SI or ND.
2 1.Kd3 TRh3 2.Qxf5 NDxc3-b2 & 1.Kxf5 NDh3 2.Qd3 NDxe6-f7# Here the BQ
must not be able to replace the unit captured on the mating move. **3** a) 1.Bxd6-c5
Bxc5-b4+ 2.Kxb4-f8 Rxd7-f6# & b) 1.Rxd3-c3 Rxc3-b3+ 2.Kxb3-h3 Bxf6-d7#.

4.



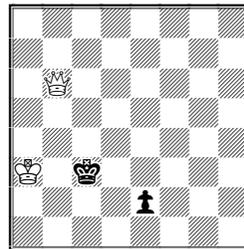
h#2 T&M 2 solutions
(3 ♁; 3 ♁ – see note)

5.



h#3½ 2 solutions
Ghost Chess

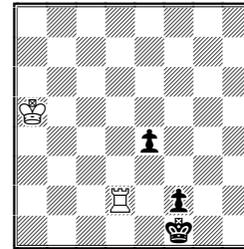
6.



ser-h#14 2 solutions
PWC+ABC

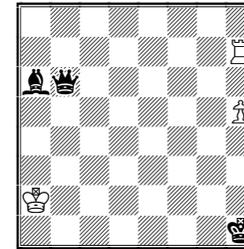
4 1.c4 Rg4 2.Rxg4-g7 Rxe5-e2# (1...Rg5?...3.Bxd6-d4) & 1.Bc4 Rg5 2.Rxg5-g7
Rxd4-d6# (1...Rg4?...3.Bxe2-e5) T&M-specific dual avoidance. **5** 1...Se2+ 2.Rxe2+
Kxe2 3.Kh1 Kf1[BRE2] 4.Rh2[WSe2] Sg3# & 1...Sh3+ 2.Rxh3+ Ke2 3.Kh1 Kf1
4.Rh2[WSh3] Sf2# Two BR switchbacks conjuring up ghosts. No solution as an
orthodox h#3½. **6** 1.Kd2 2.Ke1 3.Kf1 4.e1=S 5.Sd3 6.Sb4 7.Sd5 8.Sxb6[Qd5]
9.Sa4 10.Sc3 11.Sxd5[Qc3] 12.Sb4 13.Sa2 14.Sxc3[Qa2] Qf2# & 1.Kd3 2.Ke4 3.e1=B
4.Bf2 5.Kf5 6.Bd4 7.Bxb6[Qd4] 8.Ba5 9.Bc3 10.Ba1 11.Bxd4[Qa1] 12.Bh8 13.Kg6
14.Kh7 Qg7# I hope that this shows the value of the PWC-plus-ABC combination:
such sequences could never be accurate in an orthodox ser-h# with only four units.

7.



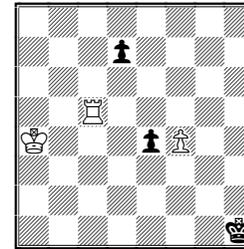
ser-h#14 b) ♁e4>d3
PWC+ABC

8.



ser-h#15 PWC+ABC

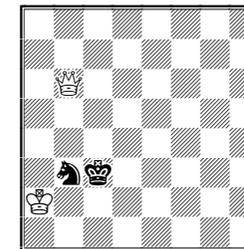
9.



ser-h#15 b) ♁f4>f5
PWC+ABC

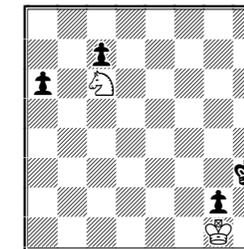
7 a) 1.e3 2.exd2[Re3] 3.d1=Q 4.Qb3 5.Qxc3[Rb3] 6.Qe4 7.Qh1 8.Kg1 9.f1=B 10.Bc4
11.Bxb3[Rc4] 12.Ba2 13.Bxc4[Ra2] 14.B-f1 Rg2# b) 1.Kg2 2.Kh1 3.f1=R 4.Rc1
5.Rc2 6.Rxd2[Rc2] 7.Rd1 8.Rg1 9.dxc2[Rd3] 10.c1=S 11.Sxd3[Rc1] 12.Sb4 13.Sa2
14.Sxc1[Ra2] Rh2#. A little AUW. **8** 1.Bd3 2.Qh6 3.Bg6 4.Bxh7[Rg6] 5.Kh2
6.Kh3 7.Kh4 8.Kxh5[Ph4] 9.Kxg6[Rh5] 10.Kg7 11.Kh8 12.Qg5 13.Qxh5[Rg5] 14.Qf3
15.Qc3 Rg8# Might be good for a solving contest... if only fairy solving contests
existed. **9** a) 1.d6 2.dxc5[Rd6] 6.c1=B 7.Ba3 8.Bxd6[Ra3] 9.Bb8 10.Bxf4[Pb8=S]
13.e1=R 14.Rg1 15.Bxb8[Sf4] Rh3# b) 5.d1=R 6.Rd3 7.Rh3 10.e1=Q 11.Qe6 12.Qc8
13.Qxf5[Pe8=Q] 14.Qg5 15.Qxc5[Rg5] Qxh3[Rc8]# A not-quite-so-little AUW.

10.



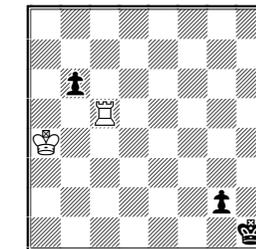
ser-h#17
EquipollentCirce+ABC

11.



1->ser-h#17 2 solutions
EquipollentCirce+ABC

12.



ser-h#20
PWC+ABC

10 1.Sc5 2.Kd4 3.Ke5 4.Se6 5.Kf6 6.Kg6 7.Kh7 8.Sc7 9.Sa8 10.Sxb6[Qc4]
11.Sxc4[Qd2] 12.Se3 13.Sf1 14.Sxd2[Qb3] 15.Se4 16.Sc5 17.Sxb3[Qa1] Qg7# A BS
round trip. **11** 1.Sb4 then 1.a5 2.axb4[Sc3] 5.b1=S 6.Sa3 7.Sb5 8.Sxc3[Sd1] 9.Se4
14.c1=Q 15.Qf4 16.Sg3 17.Qh4 Sf2# & 1.Sd4 then 1.a5 5.a1=B 6.Bc3 7.Be1 8.c5
9.cxd4[Se3] 12.d1=R 13.Rd2 14.Re2 15.Bh4 16.Rxe3[Se4] 17.Rg3 Sf2# An AUW
ending in similar mates, but at least the mating moves start from different squares.
12 1.bxc5[Rb6] 5.c1=B 6.Be3 7.Bf2 8.Bxb6[+wRf2] 9.Bc7 10.Bh2 11.g1=B 12.Be5
13.Bd4 14.Bxf2[Rd4] 15.Be1 16.Bc3 17.Ba1 18.Bxd4[Ra1] 19.Be5 20.Bh2
Rxl[Ba1]# Circuits from/to b6 (moves 1-8) and h2 (moves 12-20) by the same unit.

Some notes on the problems

At last we reach a fifth issue for 2016, better than feared! I hope to continue next year and aim for the more usual six issues.

In connection with the T&M problems I shall not repeat myself again on the subject of bishops on squares of the same colour, but problem 4 has what some may regard as too many bishops altogether, and rooks too! In the presence of so strongly unorthodox a condition as T&M I cannot see why one should take any account of the supposed origin of the position in a game starting with an arbitrary array of pieces and clearly conducted in such a way as to make it obvious that the participants were either blind drunk, certifiably insane, or both. I do however hold to the idea of using the minimum force required to present the idea, and diagram 4 represents the best I could do in that respect.

Although I still try hard to puzzle putative solvers I am well aware that most people nowadays "read" problems instead, and indeed I can see that in that way they may well encounter ideas which they would otherwise miss, so I am not complaining. However for those who do still like to solve unorthodox problems – I know that there are a few of you left! – may I recommend problem 8? It is not very difficult but may (I hope) be deceptive.

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#): 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.

Ghost Chess: Captured units remain latent (like ghosts); they reappear as soon as the square of their capture is vacated, after which they are no longer capturable. More than one ghost may inhabit the same square. [Confusingly, Popeye calls this type "Ghost Chess" in the description file but "Uncapturable Ghost Chess" in the output.]

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

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.

Equipollent Circe: ["Equipollent" simply means "equivalent".] 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. Thus in 10 if the S were on a4 and then Sxb6 were played, the queen would be reborn on c8. However if that were followed by Sb6xc8 the capture would be normal as the rebirth square ("d10") would be off the board.

Pieces:

Siren SI / Triton TR / Nereid ND ("marine pieces"): Move as queen/rook/bishop respectively, but capture (on the same lines) by hopping over and removing an adverse unit, landing on the next square, which must be empty.

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