

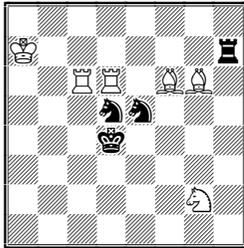
FAIRINGS...

N° 56: September 2017

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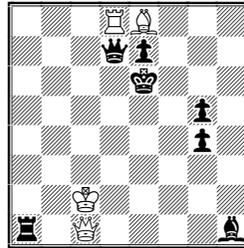
Please see the *Definitions* and *Notes* sections below for explanations and specifically for more about Equipollent antiCirce (which is abbreviated to "Equip.antiC" under some of the diagrams). Best wishes to all.

1.



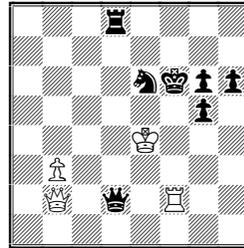
h#2 Equip.antiC 2 sols

2.



h#2 Isardam b) ♖d8>g8

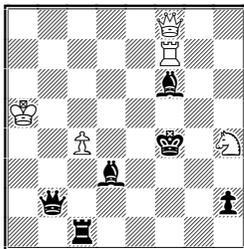
3.



h#2 Equip.antiC 2 sols

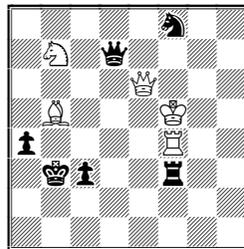
1 1.Re7 Rd8 2.Sc3 Rd5# & 1.Rf7 Bh8 2.Sd3 Be5# Pinmates (3.Sd3/Sc3?). The first moves are blocks (3.SxR/SxB?).
2 a) 1.Ba8 Qf4 2.Qb7 Bf7#
b) 1.Ra8 Qxg5 2.Qa7 Rg6#.
3 1.Rh8 Qa1 2.Qd4+ Qxd4-g7# & 1.Rf8 Rf1 2.Qf4+ Rxf4-f7# With e6 and g6 occupied the WK does not guard e5 or f5.

4.



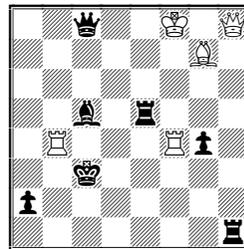
h#2 Isardam 2 solutions

5.



h#2 Equip.antiC b) ♖b4

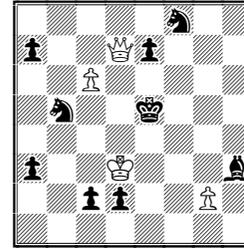
6.



h#2 Isardam b) ♖f4>c6

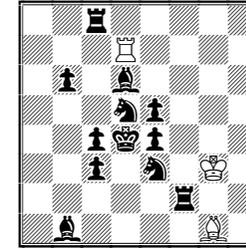
4 1.Rf1 Qc5 2.Be5 Qe3# & 1.Qf2 Rg7 2.Bd4 Rg4#. Anticipatory Isardam-specific guards at Black's first move.
5 a) 1.Qf7 Qc4+ 2.Kxc4-d5 Rd4# b) 1.Rh3 Rc4 2.Kxc4-d4 Qe4# The white sacrifices form the main idea here. The Bb5 is not idle in part b but guards c4.
6 a) 1.a1=B Qg8 2.Re8 Qc4# b) 1.a1=Q Bh6 2.Re7 Bd2# Isardam-specific unpins. Difficult to construct, hence the odd twinning.

7.



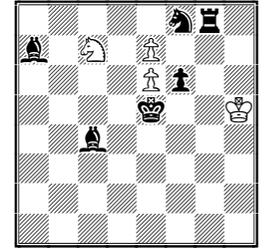
h#2 2 solutions
Equipollent antiCirce

8.



h#2 2 solutions
Equipollent antiCirce

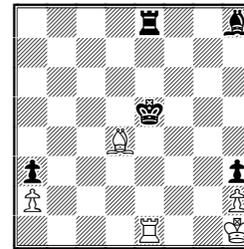
9.



h#2½ b) ♗c7>c8
Diagram antiCirce

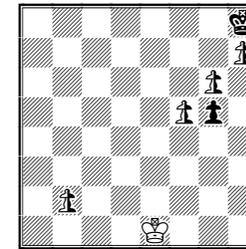
7 1.Be6 Qxe6-f5+ 2.Ke4 Qg5# & 1.Sd6 Qxd6-d5+ 2.Kd4 Qd6# The static WK delivers mate.
8 1.Rc2 Bxe3-c5+ 2.Se3 Rxd6-d5# & 1.Bc7 Rxd5-d3+ 2.Sd5 Bxf2-e3# Spoof halfpins lead to pinmates after interferences (3.Rc5 & 3.Bd3 must be prevented.)
9 a) 1...e8=Q 2.Kd6 e7 3.Kd7 exf8=Q-e6#
b) 1...e8=S 2.f5 Se7 3.Kf6 Sc6# Battery mates... sort of!

10.



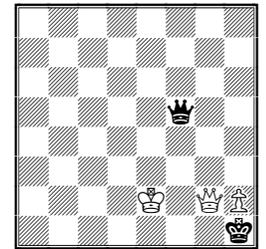
h#3 Isardam
b) ♗d4<>♗h8

11.



ser-h#6 PWC
neutral Pawn ♗

12.



ser-h#34 ♖ in check
Madrasi + PWC

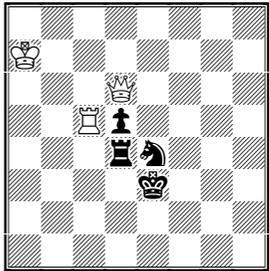
10 a) 1.Bf6 Rd1 2.Rb8 Bc3 3.Rb3 Rd5# b) 1.Re6 Rf1 2.Rh6 Bg7 3.Rh7 Rf5# Hideaways.
11 1.nPb1=nB 2.nBxf5[nPb1=nS] 3.nBxb1[nSf5] 4.nSg7 5.Kxg7[nSh8] 6.nSxg6[nPh8=nR] nRxb7[nPh8=nQ]# The four neutral pawn promotions are not new, even in a single solution, but the nS's starring role adds interest here.
12 1.Qg4! 2.Kxh2 [Ph1] 3.Kh3 4.Kx2[Qh3] 5.Kg3 6.Kh4 7.Kxh3[Qh4] 8.Kh2 9.Kxh1[Ph2] 10.Kg2 11.Kh3 12.Kxh2[Ph3] 13.Kg3 14.Kf4 15.Kg5 16.Kxh4[Qg5] 17.Kxh3[Ph4] 18.Kg3 19.Kf4 20.Kf5 21.Kg6 22.Kh5 23.Kxh4[Ph5] 24.Kxg5[Qh4] 25.Kh6 26.Kxh5 [Ph6] 27.Kxh4[Qh5] 28.Kg5 29.Kg6 30.Kh7 31.Kxh6[Ph7] 32.Kg6 33.Kxh5[Qg6] 34.Kh6 h8=Q# Familiar PWC play, but I hoped that Madrasi would add a new dimension, with a choice of "key" move somewhat like that in a directmate.

Notes on the problems

Readers unfamiliar with equipollent antiCirce may like to start with the miniature **13** (below), which has a full commentary.

It is worth pointing out that despite appearances, no king stands in check in any of the diagrams, except of course for **12**, where an important part of the idea is the choice between nine potential paralysing answers to the white queen's check!

13.



h#2 2 solutions
Equipollent antiCirce

1.Rd1 Qd8
2.Kd3 Qxd5-d2# &
1.Rd2 Qd7
2.Kd4 Qxd5-d3#

The first moves are anticipatory blocks, preventing captures of the ♔ by the ♚ in the mates. Next the ♔ retreats so as to gain access to d2 or d3 by capture of the ♜ d5 on the mating move. Although the ♔ then seems to block the ♔'s route, that is illusory because the second part of the mating move (d5 to d2/d3) is not a line-move but a direct transfer (as per the definition below).

In the second solution the ♚ guards e5 and also its own square c5, since its capture would bring the ♔ to b6, which is guarded by the ♚. The ♜ stops cooks; thus in 1.Rb4 (etc.) Qd8 2.Kd4 Qxd5-d2#?? it can annul the check by playing to d6 – but note that it cannot capture on d2 since it would then arrive off the board. In the mates the ♔ himself of course stops RxQ??

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.

Conditions:

Circe (rebirth squares; a basis for some of the types below): Captured units are reborn on their game array square. Rooks, bishops and knights go to the square of the same colour as the capture; pawns 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.

antiCirce (a basis for several conditions, see below): After a capture the capturing piece (kings included) must immediately be reborn on its Circe rebirth square (see above). This square must be vacant, else the capture is illegal.

Equipollent antiCirce: As antiCirce (see above) but the rebirth square for the capturing piece is defined *with respect to the square where it stood before the capture*, as follows: it lies in the same direction as that of the capturing move and at a distance (beyond the capture-square) equal to the length of that move. For example a unit capturing from a1 to c3 is reborn on e5. If the rebirth square is occupied the capture is illegal, so in this case e5 must be vacant. However it does not matter whether d4 is vacant or not: the transfer after the capture is direct, not a normal move. If the rebirth square would be off the board the capture is also illegal.

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, e.g. by interference (in the case of line pieces), or by capture of either paralysed unit.

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

Diagram antiCirce: As antiCirce (see above) but the rebirth square for the capturing piece is that which it occupies in the diagram position. If that square is occupied the capture is illegal.

PWC (PlatzWechselCirce): Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their 1st rank have no moving or checking power until reactivated by capture; those appearing on their 8th are promoted instantly.

Piece characteristics:

Neutrality: A unit with this characteristic may be regarded as of either colour by the side whose turn it is to play. Neutral pawns promote to neutral pieces.

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All the originals in this issue of *Fairings* have, as usual, been tested by the excellent Popeye program.

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