

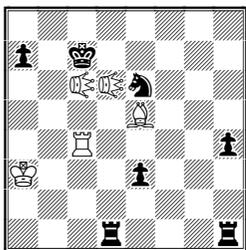
FAIRINGS...

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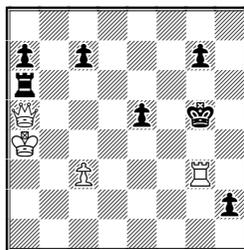
For explanations etc., please see the *Definitions* and *Notes* sections below. In 3, "&" means that the change is made from the previous part. Best wishes to all.

1.



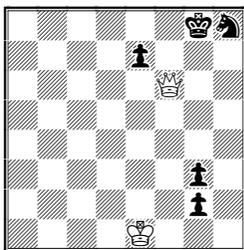
h#2 T&M b) ♞e6>f6
doublegrasshopper ♞

2.



h#2½ 3 solutions
Equipollent antiCirce

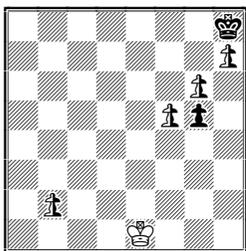
3.



ser-h#3 b) ♞>e4
c) ♞>h7 d) ♞&♜e7>e6
Antipodean antiCirce

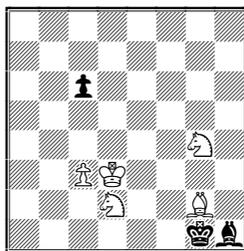
1 a) 1.Sd4 Bxd4-c2 2.Kxc6-c1 Bg6# b) 1.Se4 Rxe4-g3 2.Kxd6-h2 Rg6# Battery switch.
2 1...c4 2.Rf6 Qd5 3.Kf4 Qxe5-f5#, 1...Rh3 2.Rg6 Qc5 3.Kg4 Qxe5-g5# & 1...Rg1 2.Rh6 Qb5 3.Kh4 Qxe5-h5#
3 a) 1.g1=S 2.Se2 3.Sc3 Qg7# b) 1.g1=R 2.Rb1 3.Rb3 Qf7# c) 1.g1=B 2.Bc5 3.Bb4 Qf8# d) 1.g1=Q 2.Qa7 3.Qf7 Qh8# A BQ cannot block an antiCirce escape square without being able to annul the check, so part d is comparatively dull.

4.



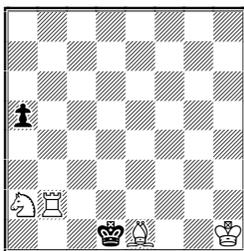
ser-h#6 PWC + CnPP
neutral Pawn ♜

5.



ser-h#6* T&M +
Antipodean Circe

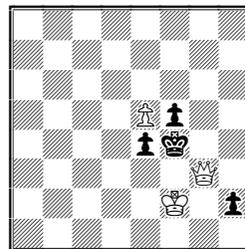
6.



ser-h#7* T&M +
Antipodean Circe

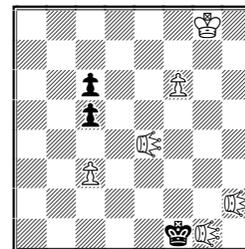
4 1.nPb1=nB 2.nBxf5[nPb1=nS] 3.nBxb1[nSf5] 4.nSg7 5.Kxg7[nSh8] 6.nSxg6[nPh8=nR] nRxb7[nPh8=nQ]#
5 Set: 1...Bxc6-c5[Pg2]# Sol.: 1.c5 2.Kxg2-h3[Bc6] 3.Kxg4-e5[Sc8] 4.Bxc6-f3[Bg2] 5.Kd5 6.Be4+ Kxe4-f5[Ba8]#
6 Set: 1...Ba4[Pe1=B]# Sol.: 1.a4 2.a3 3.axb2-b1=R[Rf6] 4.Rb6 5.Rxf6-e6[Rb2] 6.Rxe1-c3[Ba5] 7.Ke1 Sxc3-e3[Rg7]#

7.



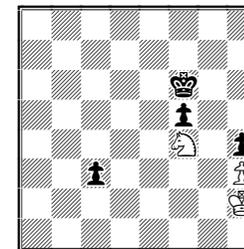
ser-h#9*
Equipollent antiCirce

8.



ser-h#9* edgehog ♞
T&M+Antipodean Circe

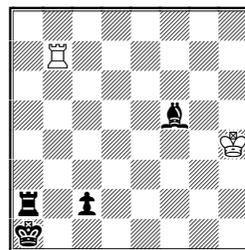
9.



ser-h#16 b) ♜c3>g2
ABC+EquipollentCirce

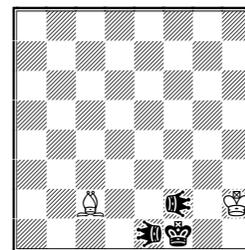
7 Set: 1...e6# Sol.: 1.h1=R 2.Rg1 5.e1=S 6.Sf3 7.Sg5 8.Kg4 9.f4 Qh3# Just an echo.
8 Set: 1...EHxc5-c4[Pg1=EH]# (=B?? 2.Bxh2-e2!) Sol.: 1.c4 2.Kxg1-e3[Ehc5] 3.Kxe4-e8[EHa8] 6.Kd5 7.Kxc5-a7[Ehg1] 8.c5 9.Kxa8-f3[EHe4] EHa8#
9 a) 2.c1=S 3.Se2 4.Sxf4[Sg6] 5.Se6 6.Sg7 10.f1=Q 11.Qc1 12.Qh6 13.Kg5 14.Kh5 15.Se6 16.Sg5 Sf4# b) 1.Kg7! (Kg5?) 2.g1=R 3.Rg4 4.Rxf4 [Se4] 5.Rg4 6.fx4[Sd3] 9.e1=R 10.Re8 11.Rg8 12.Rg6 13.Rh6 14.Kg6 15.Kh5 16.Rg5 Sf4# Switchback mates.

10.



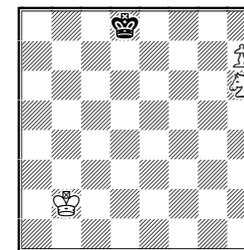
ser-h#18* ABC +
Antipodean anti-Circe

11. for Klaus W. 75



ser-h#26* ABC
doubleG♞ contraG♞

12.



ser-h#36
ABC + PWC

10 Set: 1...Rb1# Sol.: 1.Kb1 2.Ra8 3.Rg8 4.Kc1 5.Kd2 6.c1=S 7.Sd3 8.Ke3 9.Se5 10.Kf4 11.Sf7 12.Ke5 13.Kf6 14.Bh3 15.Kg7 16.Kh8 17.Se5 18.Sd3 Rh7#
11 Set: 1...Bd3# Sol.: 1.CGh4 2.Ke2 3.Ke3 4.Kf4 5.DGb1 6.Kf3 7.DGg3 8.Kg4 9.Kh5 10.CGe1 11.Kg5 12.DGb1 13.DGd1 14.CGc1 15.CGc5 16.Kf4 17.Kf3 18.DGe2 19.DGd2 20.Ke2 21.DGb6 22.CGa7 23.CGf2 24.DGe3 25.Kf1 26.DGe1 Bd3# DG/CG Platzwechsel.
12 3.Kg6 4.Kxh6 [Sg6] 5.Kg7 6.Kxh7[Pg7] 7.Kg8 8.Kf7 9.Kxg7[Pf7] 10.Kf6 11.Kxg6[Sf6] 12.Kf5 13.Ke6 14.Kxf6[Se6] 15.Ke7 16.Kxf7[Pe7] 17.Ke8 18.Kd7 19.Kxe7 [Pd7] 20.Kd6 21.Kxe6[Sd6] 23.Kc6 24.Kxd6[Sc6] 25.Kc7 26.Kxd7[Pe7] 27.Kc8 28.Kb7 29.Kxc7[Pb7] 31.Kd5 32.Kxc6[Sd5] 35.Ka7 36.Kxb7[Pa7] a8=Q# Horizontally-moving WS and WP.

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. In some problems the asterisk * indicates the presence of a mate in one which could be played in the diagram position if only it were White's turn to move.

Helpselfmate (hs#): White plays first and the sides cooperate until the penultimate move; on the last move White forces Black to mate him.

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), which must be vacant, else the capture is illegal.

Take&Make (T&M): 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. [The lastmentioned rule is sometimes quite sensibly disregarded, but that is not relevant in the present cases.] 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.

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.

Antipodean antiCirce: As antiCirce (see above) but the rebirth square for the capturing piece is the one at a distance of 4,4 from the square where a unit is captured (the "antipodes" if the board were spherical). For c5 the antipodes is

g1, for e2 it is a6 and so on. This square must be vacant, else the capture is illegal. Pawns reborn on promotion squares promote immediately.

CnPP (Complete neutral Pawn Promotion): Neutral pawns (see below) always promote whenever they reach either promotion rank (first or eighth), regardless of how they come to arrive there.

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.

Antipodean Circe: As Circe (see above) but the rebirth square for a captured piece lies at a distance of 4,4 from the capture square (the "antipodes" as it would be on a spherical board). Thus for example a capture on c1 produces a rebirth on g5. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares promote immediately.

Equipollent Circe: As Circe(see above) but 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.

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.

antiKings: Under this condition a K is in check if he is *not* attacked. Mate occurs when a K is not attacked and his side cannot expose him to attack. (Of course kings may not be captured.)

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.

Pieces:

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

ContraGrasshopper CG: As G, but in reverse: the hurdle must be adjacent to the CG, which may land anywhere on the line beyond.

Double Grasshopper DG: Its move consists of two consecutive G-hops (the first necessarily to an empty square), changing direction if desired. Null moves are not allowed.

Edgehog EH: Moves as a Q, but either to or from the board edge, not both.