

FAIRINGS...

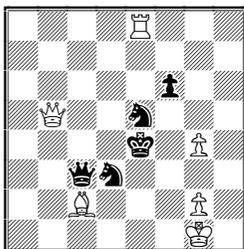
N° 58: December 2018

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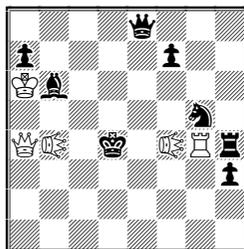
For explanations etc., please see the *Notes* and *Definitions* sections below.

1.



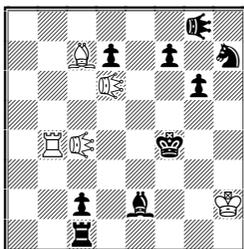
h#2 2 solutions
Isardam

2.



h#2 2 solutions T&M
doublegrasshopper

3.



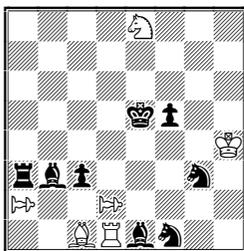
h#2 b) ♖b4>a4 T&M
doublegrasshopper

1 1.Qd2 Qxe5+ 2.Qe2 Qd6# & 1.Qc7 Qxd3+ 2.Qh7 Qd2#. Satirical humour for Isardam aficionados: three single moves are used to establish a typical (even clichéd) Isardam skewer (WQ:BK:BQ), then White promptly abandons it for the mate!

2 1.Rxg4-g2 DGB4-c4 2.Kxc4-g1 Qxe8-e1# & 1.Qxa4-d7 DGf4-e4 2.Kxe4-e8 Rxh4-h8# There are various ways to show this; I wanted the mutual captures.

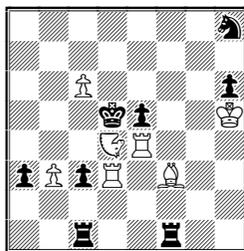
3 a) 1.DGg8-g7 DGC4-e4 2.Kxe4-e8 Re4#
b) 1.DGg8-b3 DGd6-e5 2.Kxe5-b2 Be5#

4.



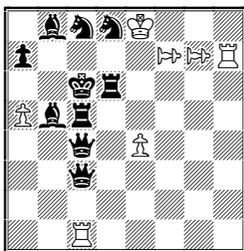
h#2 T&M b) a2&d2=> ♖
Berolina pawn

5.



h#2 b) f1=> ♜ T&M
nightrider

6.



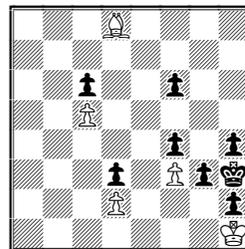
h#2 2 solutions T&M
Berolina P

4 a) 1.Sxd2-f4 Bxf4-e6 2.Kxe6-c8 BPxa3-a8=Q# b) 1.Sxd2-d4 Rxd4-e6+ 2.Kxe6-g6 axb3-g8=Q#

5 a) 1.Rxf3-e2 Nxe2-f2+ 2.Kxe4-b4 Rd5# b) 1.Bxd3-e3 Rxe3-f2+ 2.Kxd4-f5 Bd5# I was pleased with the square-effects (f2 & d5). As you will realise if you solved or studied this, plane geometry requires N, not B, on d4.

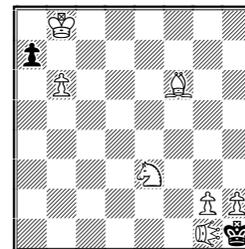
6 1.Qxg7-f8+ BPxf8-f4 2.Rf5 BPxf5-c5# & 1.Qxf7-g8+ BPxg8-g4 2.Rg5 BPxg5-c5# Pinmates (3.Qxc5-b6??).

7.



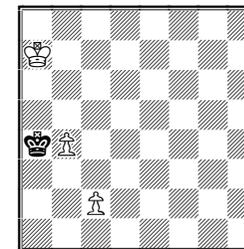
h#7* T&M

8.



ser-h#6* T&M+PWC
doublegrasshopper

9.



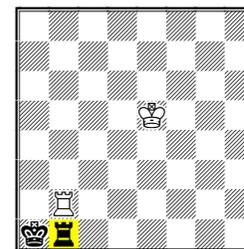
ser-h#14 2 solutions
EquipollentCirce

7 Set: 1...Bxf6-f5# Sol.: 1.f5 Kxh2-h1 2.g2+ Kg1 3.Kg3 Bf6 4.h3 Bd4 5.Kh4 Kh2 6.g1=R Bf2+ 7.Rg3 Kxg3-g6#.

8 Set: 1...DGxa7-a6[Pg1=DG]# Sol.: 1.a5 ... 5.a1=DG 6.DGxg1-d3[DGa1] Ka7# It was tempting to lengthen this but the two DG moves make the point by themselves. The WB and WS guard the extended BK field (g4h4).

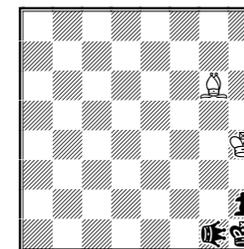
9 1.Ka3 2.Kb2 3.Kc1 4.Kxc2[Pc3] 5.Kxc3[Pc4] 6.Kxc4[Pc5] 7.Kb3 8.Kxb4[Pb5] 9.Kxb5[Pb6] 10.Kb4 11.Kxc5[Pd6] 12.Kxd6[Pe7] 13.Kd7 14.Kc8 e8=Q# & 1.Kxb4[Pc4] 2.Kc3 3.Kd2 4.Kxc2[Pb2] 5.Kb3 6.Kxc4[Pd5] 7.Kxd5[Pe6] 8.Ke5 9.Kxe6[Pe7] 10.Kxe7 [Pe8=B] 11.Kd6 12.Kc5 13.Kb4 14.Ka5 b4# An echo would be too easy!

10.



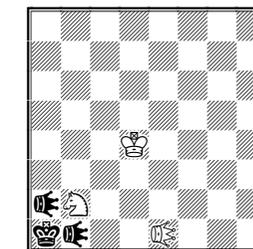
ser-h#17* PWC+ABC
chameleon

11.



ser-h#22* PWC+ABC
doublegrasshopper

12.



ser-h#24* PWC+ABC
doublegrasshopper

10 Set: 1...Ra2# Sol.: 1.Kxb2[Ra1] 2.cRc1=cQ 3.Kc3 4.cQa3=cS 5.cSb5=cB 6.cBa6=cR 7.cRxa1=cQ[Ra6] 8.cQc1=cS 9.cSe2=cB 10.Kd2 11.Ke1 12.Kf1 13.cBxa6=cR[Re2] 14.cRg6=cQ 15.Kg1 16.Kh1 17.cQg1=cS Rh2# The cR revisits both c1 and a6.

11 Set: 1...Be4# Sol.: 1.DGg5 2.Kg2 7.Kg7 8.Kxg6 [Bg7] 10.Kg8 11.Kxg7[Bg8] 12.Kf8 13.Kxg8[Bf8] 14.Kf7 15.Kxf8 [Bf7] 16.Ke7 17.Kxf7[Be7] 18.Kg7 19.DGg6 20.Kh6 21.h1=DG 22.DGh7 Bf8#

12 Set: 1.Sd1# Sol.: 1.Kxb2[Sa1] 2.DGb1-d1 3.Kxa1[Sb2] 5.Kc1 6.Kxb2[Sc1] 7.Kc2 8.DGa2-d5 9.Kd2 10.Kxe1[DGd2] 12.Kf3 13.DGd1-c4 14.DGc4-g2 15.DGd5-d1 16.DGd1-c4 17.Kg4 18.DGc4-h1 19.DGg2-e2 20.DGe2-f3 22.Kh2 23.DGh1-g2 24.DGf3-h3 Se2#

Notes

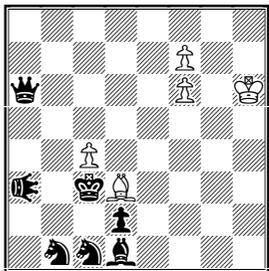
After more than eight months without any composing I was convinced that the ability had left me, and so (as regular readers know) put out the message that *Fairings* 58 would be the last issue. However the resulting very kind and/or regretful comments, whether via Stephen or directly to me, gave me great and unexpected encouragement – thank you! After a while I finally composed something new, and then a few more...

Both the effort and the time required are now enormously greater than previously, and the quality of the results is not so good, but some enjoyment is still there. Consequently I am currently thinking that I may try to continue with *Fairings* at the rate of one issue a year, which I hope readers will consider to be better than nothing! No promises, though – we shall simply have to see...

Among the good wishes was the dedication problem (13, below) from two old friends, which I commend especially to any readers who have the opportunity to reproduce it elsewhere, for it will surely appeal to a wide audience. Many thanks to Klaus and Vlaicu for this dedication!

Best wishes to all, and especial thanks to Stephen, as always.

13. K.Wenda & V.Crisan (dedicated to CJF)



h#2½ 2 solutions
Circe

1... f8=B
2.Sb3(Bb3?)
Bxa3[Ma1]
3. Mb4 Bb2#
&
1... f8=M
2.Md4 Mg5
3.Bb3(Sb3?) Md1#

A very sweet piece of Circe magic, using a difficult unorthodox piece in an interesting change of promotions. The clever dual avoidance exploits potential Circe rebirths and (as expected from the composers' names), the economy is striking.

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.

Conditions:

Circe (rebirth squares; a basis for some other types): 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; unorthodox pieces go to the promotion square of the file of capture. If the rebirth square is occupied the capture is normal.

Isardam: Any move resulting in a position in which black and white pieces of the same type attack each other 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 attack each other, that piece may not move away from the line.

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.

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.

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.

