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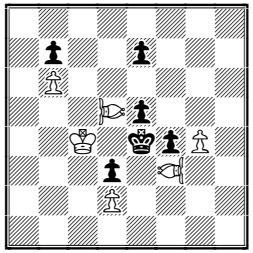
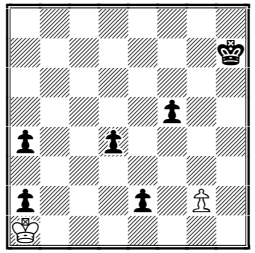


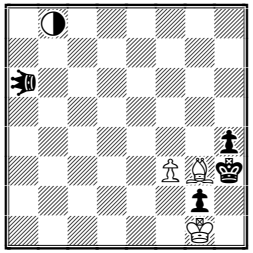
h#4* 2 variations on White's first (1.2.1…) nereid d5 & vao f3

17.



h#5½ b) Pf5>g5 antiCirce

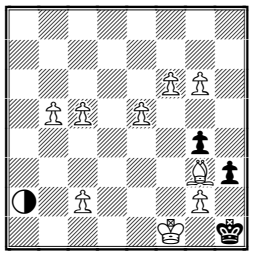
18.



seriesh#9* sparrow a6 neutral sparrow b8

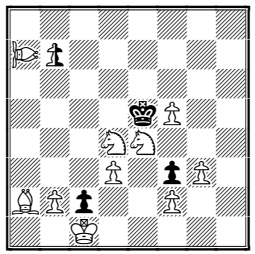
16 1...VAh1# 1.e6 NDc6 2.bxc6 VAxc6 3.Kf3 VAa8 4.Ke4 b7# & 1…VAe2 2.f3 NDxb7-a8 3.d3xe2 b7 4.f2 b8VA# Kinky play into the corners, and surprising (I hope!) use of the b6 pawn.
17 a)1...g4 2.Kh8 g5 3.e1R g6 4.Re8 g7 5.Kh7 g8Q 6.Kh6 Qg6# b) 1...Kxa2[K>e1] 2.Kh6 Kf2 3.e1S Kg3 4.Sxg2[S>g8] Kg4 5.Sf6 Kf5 6.Se8 Kg6# AntiCirce should really be called "anti-Circe including Kings". As it is, most such problems make great play with the K-effects. It might be interesting to see some genuine antiCirce problems (i.e. with kings *excluded*).
18 1...Bh2# 1-5.nSWb8-g4-f4-e4-e3-e2 6.SWd2 7.nSWe1 8.SWxf3 9.SWf4 Bxf4# A neutral SW battery change. [The unusual symbol is for the convenience of e-mail readers.]

19. *Quel élan!*



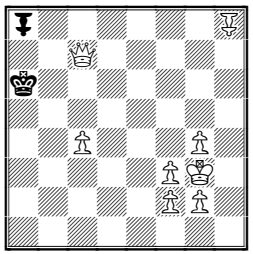
seriesh#14* neutral moose a2

20.



seriesh#14* nereid & neutral pawn

21.



seriesh#18* eagles

19 Set:1...c3#(c4#?) 1-14.nMa2-d3-g1xb5-d6-g5-f7xe5-b4-h5xf6-h5-g7-f5-b2 c4#(c3#?) Composed for the sake of the punning title: "élan"= "moose" in French. This animal is fit!
20 Set:1...nPb8nND#(=nB?) 1-5.nPb7-b5-b4-b3xa2-a1nND 6.nNDxb2-c3 7-8.nNDc3-d2-e3 9.nND xf2-g1 10.f2 11.f1ND 12.NDh3 13.NDxf5-e6 14.NDd5 NDb8# This nP promotion idea (to the same piece on the 1st & 8th ranks) was the theme of *Problem Paradise*'s 1st TT in 2007.
21 Set:1...Qa7# 1.EAxg4 2.EAxf3 3.EAxg2 4.EAh3 5.EAg8 6.EAh7 7.EAc6 8.EAa5 9.EAd6 10.EAxf2 11.EAf4 12.EAc5 13.EAb7 14.Ka7 15.Ka8 16.EAc8 17.EAa7 18.EAb8 Qb7# The question is how to get the eagle to a7 without its giving check via f2.

FAIRINGS…

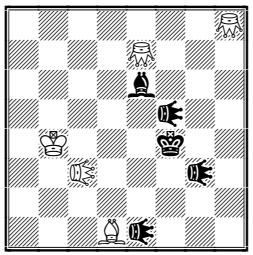
April 2009

unorthodox help-problems by
C.J.Feather 10 Tinwell Road STAMFORD PE9 2QQ England [cfeather@ukonline.co.uk]

Oldfashioned 1970s-style h#s… but with strange animals! Best wishes to all.

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond. **Siren SI / Triton TR / Nereid ND** (marine pieces): Move as Q/R/B, but capture by hopping over and removing an adverse unit, landing on the next (necessarily empty) square. **Neutrals**: May be regarded as of either colour by the side to play. **Chameleon**: On moving becomes the next piece in the cycle Q-R-B-S-Q… **Sparrow SW**: A grasshopper which pivots 135º (to either side) at the hurdle; in **6** the c2 SW guards b4 and d4 over c5. **Equihopper EQ**: Hops on *any* straight line to an equal distance beyond a hurdle. Interference is possible anywhere on the line. **Equileaper EL**: As EQ except that no interference is possible. **Lion LI**: As G, but moving to *any* square beyond the hurdle. **Vao VA**: Moves as B but captures only by hopping over a hurdle to *any* square beyond, i.e. like a lion. **antiCirce:** After a capture the capturing piece (including kings) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). R/B/S go to the square of the same colour as the capture; Ps stay on the file of capture. **Moose M**: As sparrow, but pivoting 45º; in **19** the M guards d1 & d3 over c2. **Eagle EA**: As sparrow, but 90º; in **21** 1.EAa8-h7 is possible.

1.



h#2 2 solutions sirens & grasshoppers

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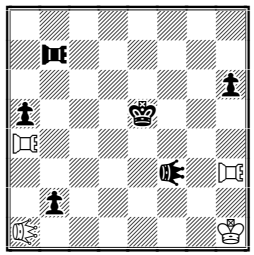
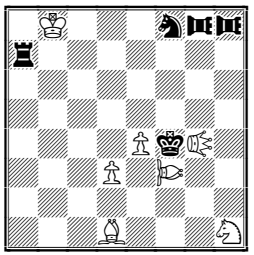


h#2 3 sols b)TRb7>a6 sirens and tritons

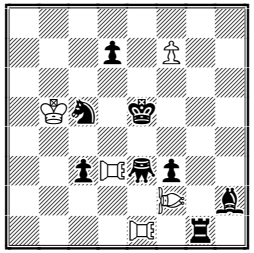
3.



h#2 2 solutions siren, tritons & nereid

SOLUTIONS:
1 1.SIee5 SIf3 2.SIgg7 Gf6# & 1.SIh1 SIe5 2.SIfh3 Gh2#
2 a)1.SIe4 SIa3 2.Kd4 SId6#, 1.SIf4 SIa2 2.Ke4 SIe6# & 1.SIg4 SIxb2-c3 2.Kf4 SIf6 # b)1.SIe4 SIb1 2.Kd4 SIxe4-f5#, 1.SIf4 SIc1 2.Ke4 SIxf4-g5# & 1.SIg4 SId1 2.Kf4 SIxg4-h5# This can be set in 3.2.1.1 form, but I think that its point, such as it is, is better made this way.
3 1.Rh7 SIh5 2.Kg4 SIh6 # & 1.Rg7 NDe2 2.Kf3 SIg5# Battery-firing from behind the king.

4.



h#2 2 solutions
tritons, nereid
& grasshopper

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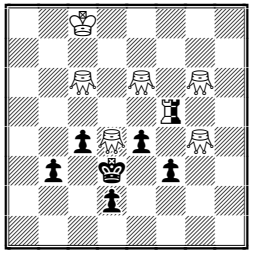
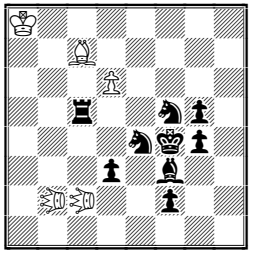


h#2 3 solutions
grasshoppers & neutral
chameleon rook

6.



h#2 2 solutions
sparrows

4 1.Kd6 f8ND 2.Gg3 (Gb6?) NDxc5-b6# & 1.Kf4 f8TR 2.Gb6 (Gg3?) TRxf3-g3# Promotions to marine pieces for a marine-specific reason, the setting-up of a marine battery. The black G-hideaways must avoid blocking the last-move arrival squares.
5 1.b2 ncRc5Q 2.Kc3 ncQa3S#, 1.f2 ncRe5Q 2.Ke3 ncQg3S# & 1.c3 Gd6 2.ncRd5Q ncQa5S#
6 1.Rc6 SWcd5 2.Rxd6 Bxd6# & 1.Re5 SWbd5 2.Re7 dxe7# Double pins (of the two knights) by one sparrow, using f3 & g5 as potential hurdles.

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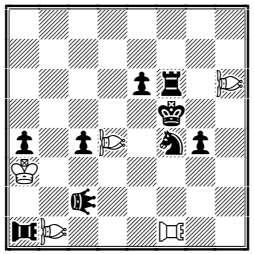

h#2 2 solutions
siren, tritons & nereids

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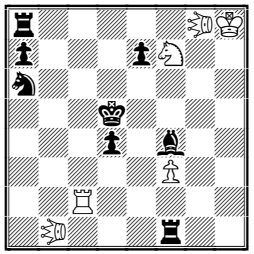

h#2 2 solutions
sparrows

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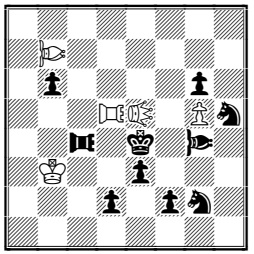

h#2 b) NDb7>b8
siren, tritons & nereids

7 1.Sg6 NDd2 2.SIa2 NDxf6-g7# & 1.Rg6 NDc3 2.SIb3 NDxf4-e3# The halfpin on the f-file becomes a battery by virtue of the nature of the marine piece captures. The diagonal pin has to be dissolved, with SI hideaways, so that the ND can control e4 in the mates.
8 1.Bb8 SWgc7 2.e6 SWe2# & 1.Sb8 SWg7 2.e5 SWc7# Mates with sparrow pins of the e-pawn. In the first solution this pawn is immobilised because the *arrival* 3.e5?? would cause check from the SWc7, while in the second the *departure* 3.e4?? would reveal check via c4. Such tactical differences seem to me to add interest to the underlying strategic unity.
9 a)1.NDe2 (ND~?) SIf5 2.Ke5 SIg4# b)1.TRa4 (TR~?) TRc5 2.Kd5 TRc4# The hideaways must be chosen so as not to permit return captures, thus excluding moves along c8-h3 in a) and on the c-file in b). The tries 1…NDf3? in a) and 1…TRd4? in b) are convenient but not thematic.

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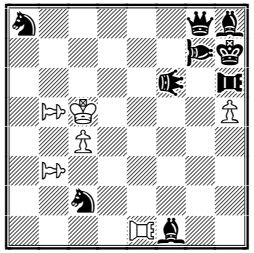

h#2 2 solutions
equihoppers, siren,
tritons & nereid

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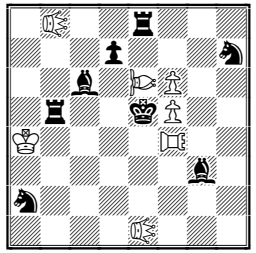

h#2 2 solutions
sirens, triton & nereid

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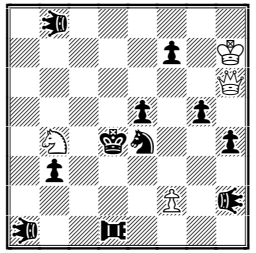
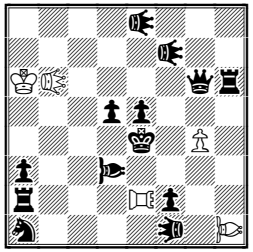


h#2 3 solutions
lion & sparrows

10 1.Sb4 EQ3d5 (EQ5d5?) 2.SId6 TRe6# & 1.Sb6 EQ5d5 (EQ3d5?) 2.SId4 TRe5# Perhaps the best of these problems. I hope that readers will work out its logic for themselves.
11 1.Bxf4 SIh4 2.Ke4 SIxf4-g3# & 1.Rxe6 SIg8 2.Kd5 SIxe6-e7# Even with marine pieces this style looks outmoded! Alas, I was there when captures of White were still paradoxical…
12 1.LId6 Qe6 2.SWc3 Qd5#, 1.LId2 Qxg5 2.SWc4 Qe3# & 1.LIb2 Qa6 2.SWc5 Qd3# Here we have a cyclic function interchange among the sparrows: Initially the b8 SW controls c5 & d5, the d1 SW controls c3 & e3 and the a1 SW controls c4 & d3, and those are the blocking and mating squares respectively.

13.



h#2 b) NDd3>f4
sirens, tritons & nereids

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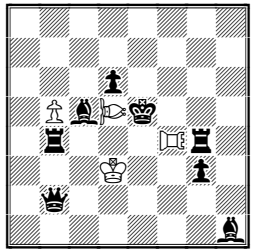

h#2½ 2 solutions
triton & nereid

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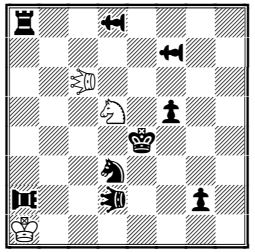

h#2½ 2 solutions
equileapers & sparrows

13 a)1.SIc6 SIb2 2.SIc2+ SIxe5-f6# b)1.SIf6 SId4 2.SIh4+ SIxd5-d6# Specific line effects with crosschecks.
14 1...NDf7 2.Rd4+ TRxd4-c4 3.Kd5 TRe4# & 1...TRf5 2.Be4+ NDxe4-f3 3.Kf4 NDe4# Mates switching back to the same square. I was pleased to find a central rôle for the white king. Using a TRb4 and a NDh1 is possible but pointless.
15 1...SWd6 2.ELd4 SWc6 3.ELf3 (SWf3?) Sf6# & 1...Se7 2.ELf6 Sd5 3.SWf3 (ELf3?) Sc3# It would have been too easy to make this symmetrical about a8-h1, so I have gone to the other extreme! A knight could replace the d-sparrow (saving a pawn), but I prefer this interpretation.