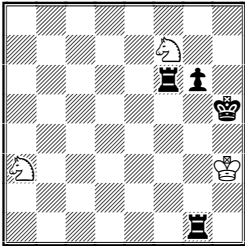
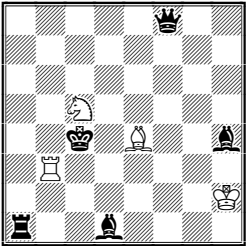
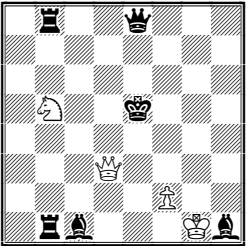


# FAIRINGS...

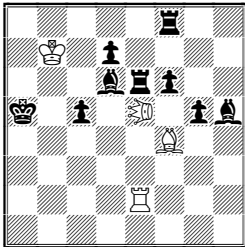
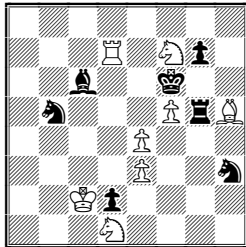
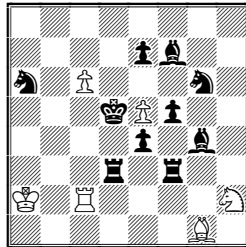
## N° 12: November 2010

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Simple, light material this time, for (mostly) easy solving. The Archbishop **AR** in **12** is a bishop which may rebound, once only, from a board edge. Thus an ARb1 could go to f7 via a2 but not via h7 & g8. Otherwise unexplained fairy forms are in the definitions file sent last time. Best wishes to all.

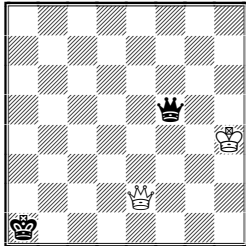
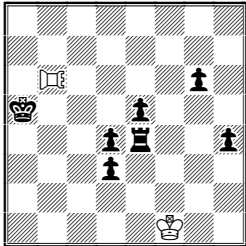
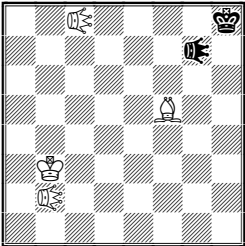
<p><b>1.</b></p>  <p>h#2 4 solutions PWC</p>	<p><b>2.</b></p>  <p>h#2 2 sols Isardam &amp; CouscousCirce</p>	<p><b>3.</b></p>  <p>h#2 b) ♘b5&gt;g3 Madrasi &amp; CouscousCirce</p>
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**1** 1.Rf5 Sb5 2.Rxb5[Sf5] Sg7#, 1.Rg4 Sc4 2.Rxc4[Sg4] Sxf6[Rg4]#, 1.Rg2 Sc2 2.Rxc2 [Sg2] Sf4# & 1.Rgf1 Sb1 2.Rxb1[Sf1] Sg3# **2** 1.Ra8 Sa4 2.Qc5 Rb4# & 1.Bh5 Se6 2.Qf3 Bd5# The BQ interferences prevent the Isardam guards 3.Rc8/Be2. **3** a) 1.Qh8 f3 2.Bxf3[Pc8=Q] Qdf5# & b) 1.Qc8 Kxh1[Be1] 2.Bxf2[Pf8=Q] Qdd6# Note 3.KxQ?? in each part: the new Q is paralysed but still "guards" the original one because of potential reactivation by rebirth-interference on e8. The B1 moves are hideaways.

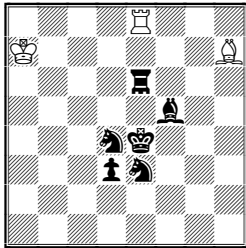
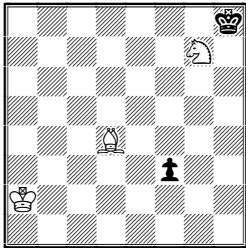
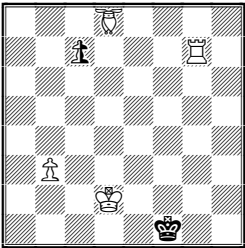
<p><b>4.</b></p>  <p>h#2 2 sols Madrasi Contra G ♗</p>	<p><b>5.</b></p>  <p>h#2 2 solutions Isardam</p>	<p><b>6.</b></p>  <p>h#2 2 solutions Madrasi &amp; PWC</p>
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**4** 1.gxf4 CGb8 2.Be5 Ra2# & 1.Bxe2 CGe8 2.Re5 Bd2# B1 captures for anticipatory prevention of paralysis. **5** 1.Sg1(Sf4?) Sf2 2.Rxh5 Sg4# (2.Rg4? Sxg4 3.d1B!) & 1.Sa7(Sc7?) Sc3 2.Bxd7 Sd5# (2.Bd5? Sxd5 3.d1R!) A rather different variety of anticipatory paralysis prevention by capture. **6** 1.Sb8 Sxf3[Rh2] (Sxg4?...3.Kd4)

2.Sxc6[Pb8=Q] Qb3# (3.RxQ[Qd3]?) & 1.Be8 Sxg4[Bh2](Sxf3?...3.Kc4) 2.Bxc6[Pe8=Q] Qd7# (3.BxQ [Qc6]?) Here paralysing PWC captures create dual avoidance.

<p><b>7.</b></p>  <p>h#3 b) ♗h4&gt;h1 Isardam &amp; PWC</p>	<p><b>8.</b></p>  <p>h#3½ 4 solutions PWC Triton ♖</p>	<p><b>9.</b></p>  <p>h#4 * Double G ♗♗ [* = set mate in 1]</p>
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**7** a) 1.Qc8 Kg5 2.Kb1 Kf6 3.Qf8+ Qb2# b) 1.Qf4 Qb5 2.Ka2 Kg2 3.Qh2+ Qb2# Mates by characteristic Isardam crosschecks. **8** 1...TRxg6-h6[Pb6] 2.Re2 TRc6 3.Rb2 TRc4 4.Rb5 TRa4#, 1...TRb3 2.Ka4 TRxd3-e3[Pb3] 3.dxe3[TRd4] TRd5 4.Rb4 TRa5#, 1...TRb4 2.Rg4 TRxd4-e4[Pb4] 3.Rg5 TRxe5-e6[Pe4] 4.Rb5 TRa6# & 1...TRb5 2.Ka6 TRxe5-f5[Pb5] 3.Re6 TRf7 4.Rb6 TRa7# Echoes; no repeated moves. **9** 1...Kc3# 1.DGc3 Be4 2.DGc1 DGf4 3.DGe3 Bg6 4.DGg7 Bf5# Round trips of B & black DG.

<p><b>10.</b></p>  <p>ser-h#5 2 sols PWC Empress ♚ = (♚+♛)</p>	<p><b>11.</b></p>  <p>ser-h#8 PWC b) f3=&gt; chameleon-♛</p>	<p><b>12.</b></p>  <p>ser-h#9 * neutral P Archbishop ♗</p>
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**10** 1.Sf3 2.Se5 3.EMxe8[Re6] 4.Bxe6[Rf5] 5.Bd5 Rf4# & 1.Bg6 2.Sf5 3.Bxh7[Bg6] 4.EMxg6[Be6] 5.EMf4 Bd5# Geometry seems to prevent this PWC idea working with solely orthodox material. **11** a) ♗f1=Q 3.Qf4 4.Qxd4[Bf4] 5.Qf6 6.Qxg7[Sf6] 7.Qh6 8.Qxf4[Bh6] Bh6-g7# b) 1.cQf5cS 2.cSxd4cB[Bf5] 3.cBf6cR 4.cRf8cQ 5.cQxf5cS [Bf8] 6.cSxg7cB[Sf5] 7.cBf6cR 8.cRxf5cQ[Sf6] Bf8-g7# Aiming for circuits with Q/cQ twinning, I had to cheat a little by using the P so as to make the lengths match. The same mate follows different mating moves. **12** 1...nPc8=nAR# 1.nPc5 2.nPc4 3.nPx3 4.nPb2 5.nPb1=nAR 6.nARg6 7.Kg1 8.nARg4 9.nARg2 ARb6# A light *Problem Paradise* theme setting with archbishop-specific effects on the g-file.