

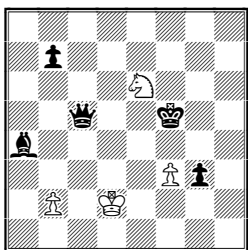
FAIRINGS...

N° 15a: June 2011

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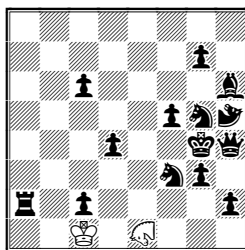
This two-part issue specially (but not exclusively!) features **Take&Make**, a relatively new condition in which every capturing move must additionally include a further non-capturing step using the movement of the captured unit. A capturing pawn may not end up on its own first rank. When combined with other conditions T&M takes priority. *MatPlus Review* 13-14 (2010) contains a detailed and authoritative article on T&M by Petko Petkov. Special thanks to **Geoff Foster** for some fascinating joint composing, the results of which can be seen in part b of this issue. **SuperPawns** can go as far as they like in the usual directions, when moving or capturing; promotions are normal. In **DiagramCirce** captured units reappear on their diagram squares. The **Zebra** is a (2,3/3,2)-leaper. Otherwise consult the definitions file. Best wishes to all.

1.



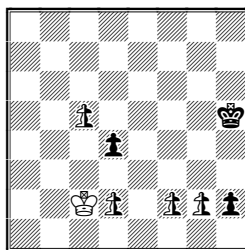
h#2 T&M b) ♖f3>d3
c) ♖f3>g6 d) ♖f3>b6

2.



h#2 Gnu ♘ Camel ♘
b) ♘>g6 c) ♘>d3

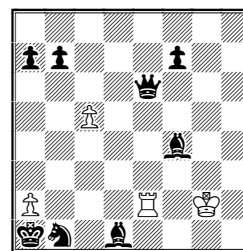
3.



h#2½ CouscousCirce
b) ♖g2>g7

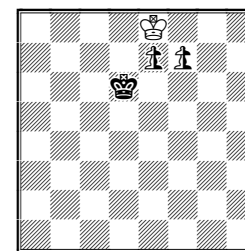
1 a) 1.Qc3+ bxc3-h8=Q 2.Kxe6-f4 Qf6# b) 1.Qa3 bxa3-f8=Q+ 2.Kxe6-d4 Qd6#
c) 1.Kxe6-g7 b4 2.Kh8 bxc5-f8=Q# d) 1.Kxe6-d8 b3 2.Kc8 bxa4-e8=Q# **2** a) 1.Sh3+ GNf4 2.g5 GNd3# b) 1.Kh5 GNd3 2.Qg4 GNg2# c) 1.Kh3 GNg2 2.CAg4 GNf4# A W-minimal tempo-cycle, making a round trip, no easy task. **3** a) 1...Kxd2[nPe1=nR] 2.nPg1=nB nRe6 3.nBxf2[nPf8=nQ] nQxc5[nPd1=nB]# b) 1...Kxd2[nPe1=nS] 2.nSd3 nSxc5[nPg1=nB] 3.nPxc5=nR[nBh8] nPxc8=nQ[nBd1]# An AUW-"plus", including nPc5=>B on black/white squares. **4** 1...a4 2.Bd6 c5xd6-f8=S 3.Bxa4-a5 Sxe6-b3# & 1...a3 2.Qd6 c5xd6-b8=Q 3.Sxa3-a4 Qxf4-c1# Moving Kg2>h5 would save the Pa7 but immobilise the R: I wanted a more dynamic position. **5** 1...Kd8 2.Ke6 nPe8=nS 3.Kxf7-f8[nPe6] Kxe8-f6[nSd8] 4.nSf7 nPxf7-h8=nR[nSe6]# & 1...nPf8=nB 2.Ke5 Kxf8-h6[nBe8] 3.nBd7 nPe8=nQ+ 4.Kf6 nBxe8-h8[nQd7]# Only an ordinary AUW, but only 4 units too. **6** 1...nSPxg5 2.Bb2 nSPg8=nQ(=nR?) 3.Bh8 nSPg7 4.Kh2 nSPxh8=nR[Bc1]# & 1...nSPf7 2.nSPg1=nS nSe2 3.nSc3 nSa2 4.nSPxa2[nSg4] nSPa8=nB# And here is another AUW, rather heavier. Sorry!

4.



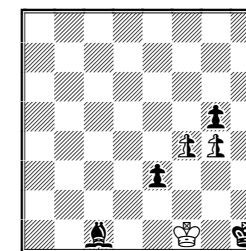
h#2½ T&M
2 solutions

5.



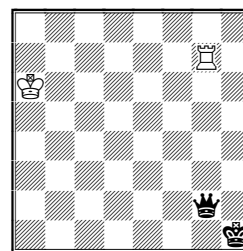
h#3½ T&M+PWC
2 solutions

6.



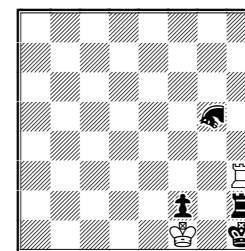
h#3½ neutral SuperP ♗
2 sols DiagramCirce

7.



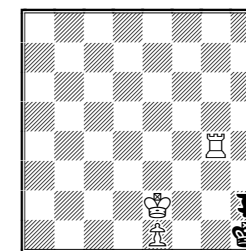
ser-h#5 T&M+PWC
b) ♖>a2

8.



ser-h#6 PWC Zebra ♘
b) g5=>5Leaper

9.



ser-h#13 * PWC
Moose ♙

7 a) 1.Qxg7-h7[Rg2] 2.Kxg2-g8[Rh1] 3.Qxh1-g1[Rh7] 4.Kxh7-f7[Rg8] 5.Kxg8-a8[Rf7] Rf8# & b) 1.Qxa2-h2[Rg2] 2.Kxg2-g7[Rh1] 3.Qxh1-h8[Rh2] 4.Qxh2-h1[Rh8] 5.Kxh8-a8[Rg7] Rg8# As a learning task for the new genre I set myself to make every series-move use T&M plus PWC, in the lightest possible position. Admittedly the mates are very boring! **8** a) 1.Zd3 2.Zf6 3.Zxh3[Rf6] 4.Ze5 5.Rh8 6.Zh7 Rh6# b) 1.5Lc8 2.5Lc3 3.5Lxh3[Rc3] 4.Rg2 5.Rg3 6.Rxc3[Rg3] Rxc3[5Lg3]# Unusual critical play. **9** Set: 1...Rg1# Solution: 1.Md1 2.Me3 3.Mf1 4.Md2 5.Mf3 6.Mxe1 [Pf3] 7.Md3 8.Mxg4[Rd3] 9.Mf2 10.Mxd3[Rf2] 11.Me1 12.Mxf3[Pe1] 13.Mg1+ Rh2# A joke: far from promoting, as so often in this genre, the WP, after helping towards the echoed mate, even has to be restored to its original immobile position!

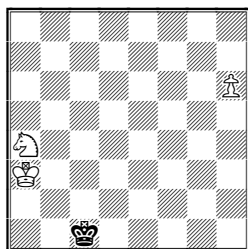
Finally in notation, a 4-unit serieshelpstalemate using T&M+PWC (cf. F15b):
10 Geoff Foster & CJF: WKc3 WRa2; BKb1 BSd2 ser-h=9 T&M+PWC
1.Kxa2-a4[Rb1] 2.Sxb1-b3[Rd2] 3.Sxd2-d4[Rb3] 4.Kxb3-b5[Ra4] 5.Kxa4-a1[Rb5] 6.Sxb5-b3[Rd4] 7.Sxd4-d3[Rb3] 8.Sc1 9.Sxb3-b1[Rc1]+ Kb3=

FAIRINGS... published by C.J.Feather N° 15b: June 2011

Take&Make(T&M) + PWC joint compositions by **Geoff Foster** and me. Solving could be difficult, but we hope you will play through them, to witness some quite remarkable manoeuvres. **ChameleonCirce**: Capture of SBRQS... causes rebirth of the *next* piece in the cycle. The **Berolina P** moves diagonally, captures straight ahead and promotes normally.

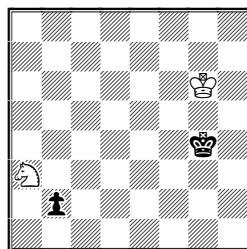
b4[BPd4] 6.Kc5 7.Kd6 8.Ke5 9.Kxd4-c5[BPe5] 10.Kd6 11.Ke7 12.Kf6 13.Kxe5-d6[BPf6] 14.Ke7 15.Kxf6-g7[BPe7] 16.Kxh7-g6[Bg7] 17.Kxg7-h8[Bg6] BPf8=Q#

1. GF & CJF



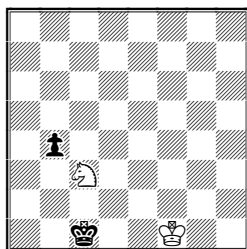
ser-h#32
T&M+PWC

2. GF & CJF



ser-h#14
T&M+PWC

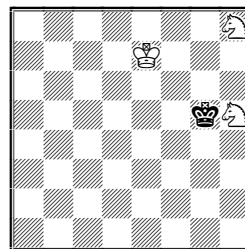
3. GF & CJF



ser-h#10 b) ♔c1>d2
T&M+PWC

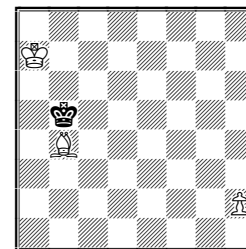
1 1.Kd2 2.Ke3 3.Kf4 4.Kg5 5.Kxh6-h7[Pg5] 6.Kg6 7.Kf5 8.Kf4 9.Kxg5-g6[Pf4] 10.Kf5 11.Ke4 12.Ke3 13.Kxf4-f5[Pe3] 14.Ke4 15.Kd3 16.Kd2 17.Kxe3-e4[Pe2] 18.Kd3 19.Kc2 20.Kxd2-d4[Pe2] 21.Ke3 22.Kd2 23.Kc1 24.Kb1 25.Kxc2-c4[Pb1] 26.Kb5 27.Kxa4-c5[Sb5] 28.Kxb5-d4[Sc5] 29.Kxc5-d3[Sd4] 30.Kxd4-c2[Sd3] 31.Kxd3-c1[Sc2] 32.Kxc2-a1[Sc1] Sb3# **2** 1.b1=S 2.Sxa3-c4[Sb1] 3.Sd2 4.Sxb1-c3[Sd2] 5.Se4 6.Sxd2-f3[Se4] 7.Sg5 8.Sxe4-f6[Sg5] 9.Kxg5-e6[Sg4] 10.Sxg4-h6[Sf6] 11.Ke5 12.Kxf6-g8[Se5] 13.Kh8 14.Sg8 Sf7# **3** a) 1.bxc3-b1=R[Sb4] 2.Rxb4-c2[wSb1] 3.Kxb1-d2[Sc1] 4.Rxc1-e2[Sc2] 5.Kxc2-e3[Sd2] 6.Kxd2-f3[Se3] 7.Rxe3-g4[Se2] 8.Kxe2-g3[Sf3] 9.Kxf3-h2[Sg3] 10.Kxg3-h1[Sh2] Sxg4-g3[Rh2]# b) 1.bxc3-d1=B[Sb4] 2.Kc3 3.Kxb4-d3[Sc3] 4.Kxc3-e4[Sd3] 5.Kxd3-f4[Se4] 6.Kxe4-g3[Sf4] 7.Kxf4-h3[Sg3] 8.Kg4 9.Kxg3-h1[Sg4] 10.Bxg4-h2[Sd1] Sf2# **4** a) 1.Kxh5-g7[Sg5] 2.Kxh8-g6[Sg7] 3.Kxg7-f5[Sg6] 4.Kxg6-f4[Sf5] 5.Kxg5-e4[Sf4] 6.Kxf4-d5[Se4] 7.Kxe4-c5[Sd5] 8.Kxd5-b6[Sc5] 9.Kxc5-a6[Sb6] 10.Kxb6-c8[Sa6] Sd6# b) 1.Kh6 2.Kh7 3.Kxh8-g6[Bc1] 4.Kxh5-g3[Bf1] 5.Kf2 6.Kxf1-d3[Rh1] 7.Kc2 8.Kxc1-g5[Ra1] 9.Kg6 10.Kg7 Rag1# **5** 1.Kxb4-c5[Bb5] 2.Kxb5-c6[Bc5] 3.Kxc5-d6[Bc6] 4.Kxc6-d7[Bd6] 5.Kxd6-e7[Bd7] 6.Kxd7-e8[Be7] 7.Kxe7-h4[Be8] 8.Kh3 9.Kg2 10.Kxh2-h4[Pg2] 11.Kg3 12.Kf2 13.Kxg2-g4[Pf2] 14.Kf3 15.Ke2 16.Kxf2-f4[Pe2] 17.Ke3 18.Kd2 19.Kxe2-e4[Pe2] 20.Kd3 21.Kc2 22.Kxd2-d4[Pe2] 23.Kc3 24.Kb2 25.Kxc2-c4[Pb2] 26.Kb4 27.Ka5 b4# **6** 1.Ka2 2.Kxa3-b4[BPa2] 3.Kb3 4.Kxa2-c4[BPb3] 5.Kxb3-a4[BPc4] 6.Kb5 7.Kxc4-d5[BPb5] 8.Kc6 9.Kxb5-a6[BPc6] 10.Kb7 11.Kxc6-d7[BPb7] 12.Kc8 13.Kxb7-a8[BPc8=B] 14.Kb8 15.Kxc8-b7[Bb8] 16.Kxb8-a7[Bb7] 17.Kxb7-h1[Ba7] Be4# & 1.Kb2 2.Kxa3-b4[BPb2] 3.Kc3 4.Kxb2-d4[BPc3] 5.Kxc3-

4. CJF & GF



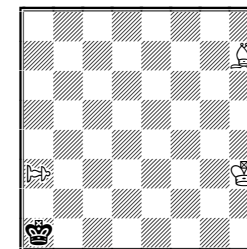
ser-h#10 a) T&M+PWC
b)T&M+ChameleonCirce

5. GF & CJF



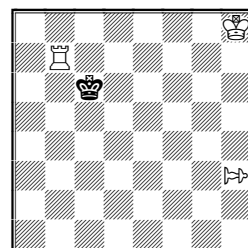
ser-h#27
T&M+PWC

6. CJF & GF



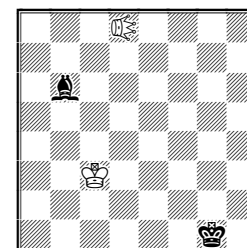
ser-h#17 T&M+PWC
2 sols Berolina P ↗

7. CJF & GF



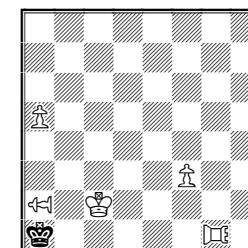
ser-h#16 T&M+PWC
2 sols Berolina P ↗

8. CJF & GF



ser-h#10 T&M+PWC
Edgehog ♁

9. CJF & GF



ser-h#18 T&M+PWC
b) ♗f3>a4
Triton ☞ Equileaper ⇐

7 1.Kxb7-d7[Rc6] 2.Kxc6-e6[Rd7] 3.Kxd7-f7[Re6] 4.Kxe6-g6[Rf7] 5.Kxf7-f5[Rg6] 6.Kxg6-g2[Rf5] 7.Kxh3-g4[BPg2] 8.Kxf5-f3[Rg4] 9.Kxg2-h3[BPf3] 10.Kxg4-g2[Rh3] 11.Kxh3-h1[Rg2] 12.Kxg2-g4[Rh1] 13.Kxf3-e4[BPg4] 14.Kf3 15.Kg2 16.Kxh1-h6[Rg2] BPh5# & 1.Kd5 2.Ke4 3.Kf3 4.Kg2 5.Kxh3-g4[BPg2] 6.Kf3 7.Kxg2-e4[BPf3] 8.Kxf3-g4[BPe4] 9.Kf5 10.Kxe4-d5[BPf5] 11.Kc6 12.Kxb7-d7[Rc6] 13.Kxc6-g6[Rd7] 14.Kxf5-e6[BPg6] 15.Kxd7-f7[Re6] 16.Kf8 BPf7# **8** 1.Kh1 2.Bxd8-c7[Eb6] 3.Bxb6-b8[Ec7] 4.Bxc7-h2[Eb8] 5.Bxb8-b7[Eh2] 6.Kxh2-e5[Eh1] 7.Bxh1-d5 [Eb7] 8.Bxb7-b1[Ed5] 9.Kxd5-a2[Ee5] 10.Ka1 Kb3# **9** a) 1.Kxa2-e2[Ea1] 2.Kf2 3.Kxg1-g3[Tf2] 4.Kxf2-e2[Tg3] 5.Kxf3-f4[Pe2] 6.Kxg3-g5[Tf4] 7.Kxf4-f6[Tg5] 8.Kxg5-e5[Tf6] 9.Kxf6-d6[Te5] 10.Kxe5-c5[Td6] 11.Kxd6-a6[Tc5] 12.Kxa5-a6 13.Kb6 14.Kxc5-c7[Tb6] 15.Kxb6-b8[Tc7] 16.Kxc7-a7[Tb8] 17.Kxb8-a8[Ta7] 18.Kxa7-a2[Ta8] Ee3 # b) 1.Kxa2-e2[Ea1] 2.Kf2 3.Kxg1-g3[Tf2] 4.Kxf2-f4[Tg3] 5.Kxg3-a3[Tf4] 6.Ka2 7.Kxa1-e3[Ea2] 8.Kxf4-d4[Te3] 9.Kxe3-a3[Td4] 10.Kxa2-a6[Ea3] 11.Kxa5-a6 12.Kb6 13.Kc5 14.Kxd4-b4[Tc5] 15.Kxa3-a5[Eb4] 16.Kxa4-a5 17.Ka4 18.Ka3 Ta5#