FAIRINGS… Nº 18: September 2011

C.J.Feather 10 Tinwell Road STAMFORD PE9 2QQ England
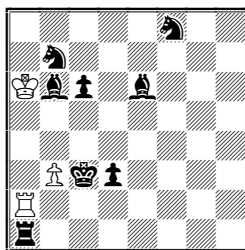[christopher.feather@btinternet.com]

Take&Make (T&M) predominates this time, with a welcome guest appearance by Pierre Tritten and just three non-T&M problems for contrast. It may be worth adding that in T&M it is quite natural to have two WBs or BBs on squares of the same colour. For definitions see page 2.   Best wishes to all.
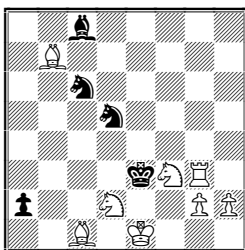
1.
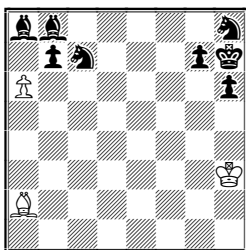
h#2 2 sols T&M+PWC

2.

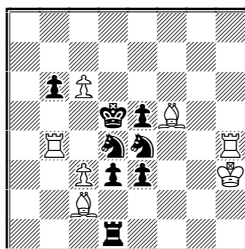h#2 2 solutions PWC

3.

h#2 2 solutions T&M

1 1.bxa6-a7[wPb7] bxa8-f3[bBb7] 2.Be4 fxe4-g6[bBf3]# & 1.Sxa6-a7[wPc7] cxb8-e5[bBc7] 2.Bd6 exd6-f8=S[bBe5]# Diagonal to-and-fro P/B play; typical T&M *non-promotions* at W1. Ba8 is legal!   **2** 1.Bxb3[Pe6] Kxb6[Ba6] 2.Sxe6[Pf8=Q] Qb4# (1...Kxb7?) & 1.Bg8 Kxb7[Sa6] 2.Bxb3[Pg8=Q] Qc4# (1...Kxb6?). Dual avoidance by WK tempo moves.   **3** 1.Kxf3-h4 Bxc8-f5 2.Kxg3-e3 Sb3# & 1.Kxd2-b1 Bxc6-e5 2.Kxc1-e3 Sg5# Surprising (I hope!) long BK switchbacks preventing 3.KxS-any.
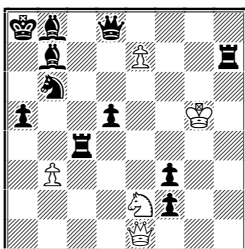
4.
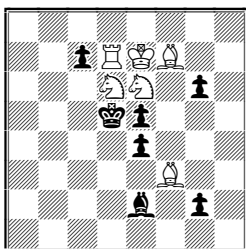
h#2 2 solutions T&M

5.

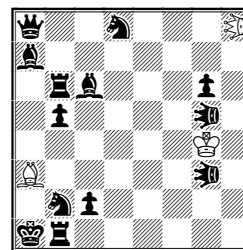

h#2 2 solutions T&M

6. Pierre Tritten

h#2 2 solutions T&M

4 1.Kxd6-c8 Bxg2-g1 2.Kxd7-d5 Sd8# & 1.Kxe6-g7 Bxe2-b5 2.Kxf7-d5 Sb7# No longer surprising now, of course. Oh well.   **5** 1.Sxf5-g4 Rxe4-f6 2.Ke4 Bxd1-h1# & 1.Sxc3-c4 Rxd4-b5+ 2.Kd4 Bxd1-a1# Pinmates – NB: 3.Sxf6-f3? in the first solution.   **6** 1.fxe1-g1=B exd8-c8=S 2.Sxc8-a7 Sxg1-b6# 1.fxe2-c1=R bxc4-c8=S 2.Bxc8-a7
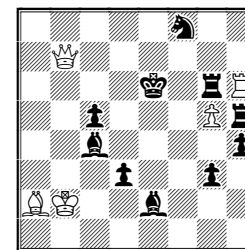
Qxc1-c6# Pierre writes that F17/5 led him to this splendid idea: quite an imaginative leap, I'd say! The connection is the capture of promoted units, here by *both* sides!
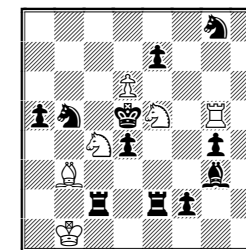
7.

h#2   5 solutions

kangaroo ♘♞

8.
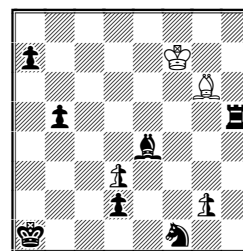

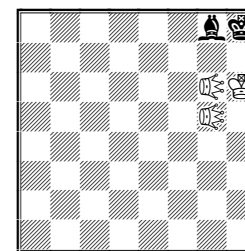h#2 2 solutions T&M

9.

h#2   b) ♟d4>e4

7 1.c1=S Bb4 2.Sa2 Bc3#, 1.Ra6 Bc5 2.Ra2 Bd4#, 1.Bb8 Bd6 2.Qa2 Be5#, 1.Bd5 Be7 2.Ba2 Bf6# & 1.KAg2 Bf8 2.KAa2 Bg7# KA-specific pinmates.   **8** 1.Bd5 Rxg6-f6+ 2.Kxf6-g6 Bxd5-e4# & 1.Rf6 Bxc4-d5+ 2.Kxd5-c4 Rxf6-f4#   **9** a) 1.Kxe5-d3 Rxb5-a3 2.Rxc4-d2 Bd5# & b) 1.Kxc4-e3 Bxg8-h6 2.Bxe5-f3 Rd5# My much-laboured "action behind the BK" idea. You can't teach an old dog new tricks.
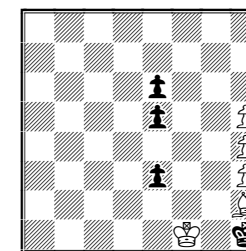
10.

h#2 2 solutions T&M

neutral pawn ♙

11.

h#6   2 solutions

grasshopper-3 ♞

12.

ser-h#21*

T&M+PWC

10 1.nPg1=nQ nPxe4-a8=nR 2.nQxg6-c2 nRxa7-a5# & 1.Rh3 nPxe4-c2 2.nPc1=nS nPxh3-h8=nB# Function exchange between the nPs in an AUW with top and bottom promotions. A 4-move idea which T&M allows to work in 2!   **11** Bc4 G3g2 2.Be2 G3b2 3.Bg4 G3g1 4.Bd1 G3a1 5.Bb3 Kg6 6.Bg8 G3e5# & 1.Be6 G3b6 2.Bd5 G3a5 3.Bc6 G3f6 4.Bb5 G3e5 5.Bc4 Kg6 6.Bg8 G3b2# Two B round trips: g8-c4-e2-g4-d1-b3-g8 & g8-e6-d5-c6-b5-c4-g8.   **12** Set 1...Bh2xe5-e4[Ph2]# Sol.: 1.Kxh2-g3[Bh1] 2.Kh2 3.Kxh1-e4[Bh2] 4.Kf5 5.Kf6 6.Kg7 7.Kh6 8.Kxh5-h6 9.Kh5 10.Kxh4-h5 11.Kh4 12.Kxh3-h4 13.Kh3 14.Kxh2-g3[Bh3] 15.Kxh3-g4[Bg3] 16.Kf3 17.Kxg3-f4[Bf3] 18.Kxf3-h1[Bf4] 19.exf4-d6[Be5] 20.dxe5-h2[Bd6] 21.e5 Bd6xe5-e4[Pd6]# One could say that the h-pawns serve only to lengthen the solution, but I like the T&M-specific repeated BK-hesitations which they introduce.

Definitions

PWC(**P**latz**W**echsel**C**irce): 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 being captured again; those appearing on their 8th rank are promoted instantly, at the choice of their own side.

Take&Make: Every capture ("take") must be complemented by a further step ("make": *not* a capture) by the capturing piece, using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own first rank. Captures on the promotion rank lead to promotions only if the pawn is still on the promotion rank after the "make" part of the move. Promotions at the end of the "make" element are normal.

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.

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond. Q-hopper would be a more sensible name.

Grasshopper-3 G3: As G, but hopping 3 squares past the hurdle.

Kangaroo KA: As G but requiring 2 (not necessarily adjacent) hurdles on the same line, and landing on the square immediately beyond the second hurdle.