

FAIRINGS...

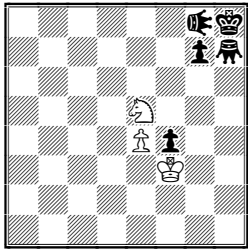
Nº 2: June 2009

unorthodox help-problems, mostly by
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Many thanks for the warm welcome given to the first issue! Best wishes to all.

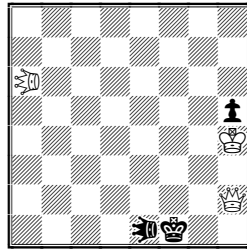
Definitions: See *Fairings-1* (F1), except for: **Rookhopper RH:** a grasshopper confined to R-lines. **Pao PA:** Moves as a R but captures only by hopping over a hurdle to *any* square beyond. **Squirrel SQ:** a leaper combining dabbaba(0,2/2,0), knight(1,2/2,1) & alfil(2,2), thus leaping to any square at least one of whose coordinates differs by exactly 2 from its current position. **R-Lion RL:** a lion (see F1) confined to R-lines. **R/B-Locust LR/LB:** Move (as R/B) only to capture, by hopping over & removing an adverse unit, landing on the next (necessarily empty) square. **Grasshopper-2 or -3 G2/G3:** As G (see F1), but hopping 2 or 3 squares past the hurdle. **Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour (pieces), on the file of capture (pawns), or on the the capture file's promotion square (fairly pieces). If the rebirth square is occupied the capture is normal. **Imitator I:** A unit (really more a condition than a piece) which must exactly imitate every move in length & direction, otherwise the move is illegal. [Promotion to imitator is in my opinion absurd and is always excluded in my compositions.] **Dabbabariderhopper DH:** Rides on a line of (0,2/2,0) leaps, hopping over a hurdle to the next relevant square beyond. Intervening squares of the other colour may or may not be occupied. In 19, DHh1 guards h7. **Kangaroo KA:** As G but requiring 2 (not necessarily adjacent) hurdles on the same line.

16.



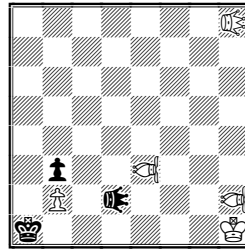
ser-h#9* grasshopper ♗
grasshopper-2 ♖

17.



series-h#10*
sparrows ♗♘

18.



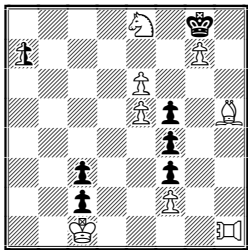
series-h#10*
B-locust ♖ moose ♗♘

16 1...Sg6# 1.G2g5 2.G2d2 3.G2h6 4.Gh5 5.G2h3 6.G2h7 7.Ge2 8.Gg4 9.Gg8 Sf7#

17 1...SWf2#(Qf2??) 1.SWh3 2.SWg1 3.Ke1 4.Kb1 7.SWc2 8.SWb2 9.SWa2 10.SWa1 Qb2# A simple sparrow demonstration piece.

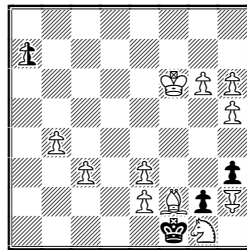
18 1...LBxd2-c1# 1.Kxb2 2.Me4 3.Kc1 4.b1Q 6.Qc2 7.Kb2 8.Ka1 9.Mb2 10.Qf2 (Qd2?) LBxf2-g1# Changed ectobattery mates. In the set, b2 must be guarded, but in the actual mate, with b2 blocked, the LB must not go to c1 because it would provide an escape hurdle for the black M.

19.



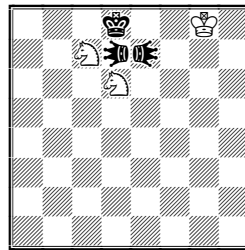
ser-h#13* neutral P ♗
dabbabariderhopper ♖

20.



series-h#13* eagle ♗
b) ♗ e2>f5 c) ♗ b4>g3

21.



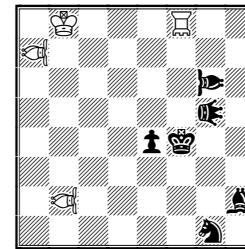
ser-h#17* b) d7=>G3
kangaroo ♗ G2 ♖

19 1...nPa8nDH# 1.nPa5 2.nPa1DH 6.nDHe1 7.nDHe7 8.nDHe3 9.fxe3 10.exf2 11.f1DH 12.f2 13.DHf7 exf7# Even the clumsy DH has some capabilities; here it is used to show the theme of the *Problem Paradise* 1st TT (nP promotion to the same piece on the 1st and 8th ranks). I was delighted to be able to incorporate a third DH promotion in this context.

20 1...nPa8EA in all. a) 1.nPa5 2.nPc1nEA 6.nEA4 7.nEA7 8.nEA5 9.nEAxh6 10.nEA4 11.nEA2 12.nEAxe3 13.nEA2 e4# b) 2.nPb1nEA 6.nEA6 7.nEAxf5 8.nEAh4 9.nEAxe3 10.nEA4 11.nEA3 12.nEAxh5 13.nEAf5 nEA2# c) 2.nPa1nEA 6.nEAxf2 7.nEAxg1 8.Ke1 9.Kd1 10.nEAf2 11.g1EA 12.EA2 13.EAc1 EAf1# The *Problem Paradise* theme again, now tripled, with the actual nEA promotions on 3 different squares. Sorry, I got carried away...

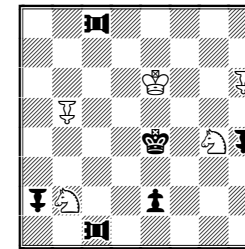
21 1...Se6# in both parts. a) 1.G2b4 7.Kb3 8.G2b1 9.G2b5 12.Kc6 13.KAa4 14.Kb6 15.G2b8 16.G2b4 17.Ka5 Sc4# b) 1.G3d3 6.Ke3 7.G3h3 8.Kd3 9.G3a3 12.Ka5 13.G3a8 16.Kb8 17.G2a7 Sa6# Some exercise for the BK. The trickiest aspect of sh# twins is getting the lengths to match.

1.



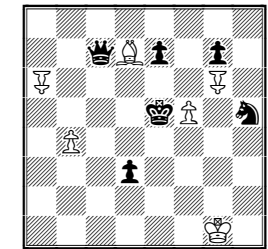
h#2 2 sols sirens ♗♘
nereid ♗ rookhopper ♖

2.



h#2 2 solutions
eagles ♗ ♗ paos ♖

3.



h#2 b) ♗ d3>e4
eagles ♗

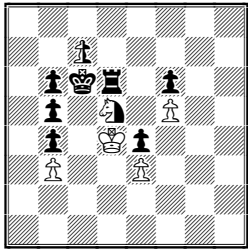
SOLUTIONS:

1 1.S1f6 S1af2+ 2.NDf5 S1xf6-g7# & 1.NDf7 S1bf2+ 2.S1f5 S1xf7-g7# Pinmates.

2 1.PA1c5 (PA8c5?) Se5 2.EAhe3 Sd3# (3.PAc4?) & 1.PA8c4 (PA1c4?) Sd3 2.EAe3 Se5# (3.PAc5?) Mate and pin by a single eagle, the black play being chosen to emphasise that feature.

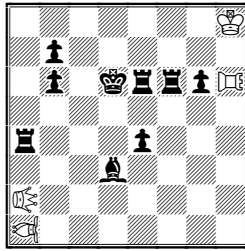
3 a) 1.Kd6 EAe4 2.e5 fxe6# b) 1.Kf6 EA4 2.g5 fxg6# Eagle battery-mates by means of *en passant* captures. Model mates and interchange of functions between the two eagles.

4. for Doris Wenda



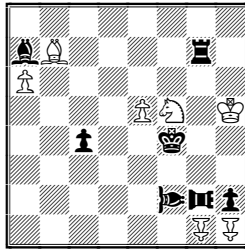
h#2 3 sols neutral P ♗
neutral squirrel ♁

5.



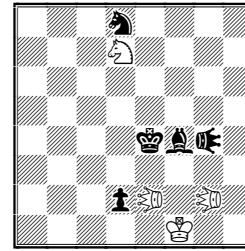
h#2 4 solutions (3 ♖s)
sirens ♁ R-lion ♖

6.



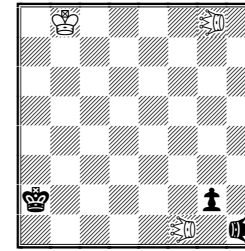
h#2 2 sols nereid ♁
triton ♖ eagles ♁

10.



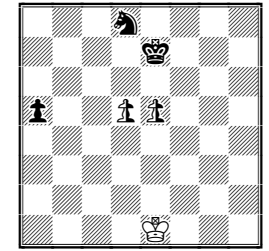
h#3 b) Sd7>c7
grasshopper-2s ♁♁

11.



h#4 moose ♁♁
b) all moose => eagles

12. to Zoltán: thank you!



h#4 2 solutions
neutral Ps ♗ Circe

4 1.nSQxb3/xe3/xf5+ nSQd5 2.b3/e3/f5 c8nSQ# The SQ's checking captures, one for each component of this composite piece, are followed by switchbacks, having provided a necessary black tempo. This problem was suggested by the darting movements of the Payerbach squirrels!

5 1.Kd5 S1xf6-g7 2.Rd4 S1xg6-g5#, 1.Re7 S1g8 2.Ke5 S1xg6-g5#, 1.Rf5 S1c3 2.Rg5 S1xe6-f7# & 1.Re5 S1c4 2.Rg5 S1xf6-g7# Ectobatteries (batteries fired by moves starting and ending outside the battery line), here indirect in one pair of solutions and direct in the other.

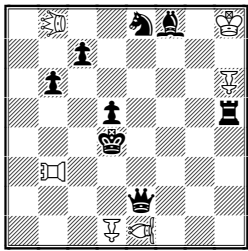
6 1.NDd4 EAh3 2.TRg6 EAg5# (3.TRxg5-g4? – illegal selfcheck) & 1.TRg5 EAc8 2.NDb6 EAd4# (3.NDxd4-e3?). Function interchanges on the lines g1-a7 & g1-g7.

10 a)1.Sc6 G2e6 2.Ke3 G2a8 3.G2d4 Se5# b)1.Sc6 G2c6 2.Kf3 G2e8 3.Bg3 Sd5# The last black moves provide neat mates... and perhaps some relief from diagonal/orthogonal correspondence?

11 a)1.Kb1 Ma2 2.g1M Mc1 3.Mb2 Mb3 4.Ma2 Ma3# b) 1.g1EA EAb1 2.Ka1 EA2 3.EAb2 EA2 4.EAa2 EA2c1# Such twinning has little intrinsic value, but I find it interesting with these two closely related pieces. Sparrows are trickier, though – my attempts to include them failed.

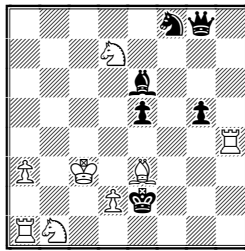
12 1.nPe4 nPxd5[nPd7] 2.Se6 nPd8nQ+ 3.nQa8 nQxd5[nPd7] 4.nQb7 nPd8nQ# & 1.Ke8 nPd6 2.nPxe5[nPe2] Kf2 3.nPe1nQ+ nQxe5[nPe7] 4.nQe6 nPxd8nQ[Sb8]# If you carefully track the two nPs you will see that they make detailed switches of roles between solutions. My favourite this issue, perhaps because of the work which was required to achieve these mutual effects.

7.



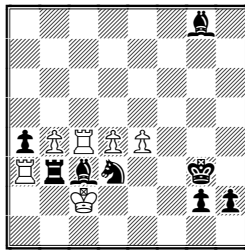
h#2 b) ♁b8 <> ♁d1
R/B-locust ♁/♁
sparrow ♁ eagles ♁

8. by Juraj Lörinc



h#2 antiCirce
2 solutions

9.



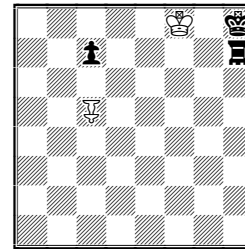
h#2 antiCirce
b) – ♗e4
c) & ♗a4>e5

7 a) 1.Qd2 SWd7 2.Kc5 LBxd2-c3# (3.d4?) b) 1.Qd3 EAd8 2.Kc4 LRxd3-e3# (3.d4?). The BK unblocks the d5 pawn, so it must be immobilised from behind. Ectobatteries again.

8 1.Qg6 Rh8 2.Qxb1[Qd8] Sxf8[Sg1]# (1.Qh7? Rh8??) & 1.Ba2 Re4 2.Bxb1[Bc8] Sxe5[Sg1]# (1.Bf5? Re4 2.Bxb1??) Beside the indirect ectobatteries (the WR aiming at e8 to prevent a BK rebirth), there is a choice of first black moves, to avoid closing a line (once white and once black). (JL) Many thanks to Juraj for this nice original!

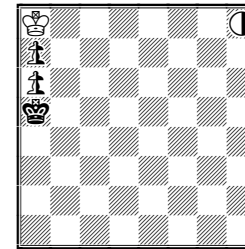
9 a) 1.Bxd4[B>f8] e5 2.Sxe5[S>b8] Kxb3[K>e1]# b) 1.Se5 dx5[P>e2] 2.Rxb4[R>h8] Kxc3 [K>e1]# c) 1.Rxb4[R>h8] Rb3 2.Bxd4[B>f8] Kxd3[K>e1]# Cyclic black moves & K-batteries. The K can of course capture into check (on b3), because he is immediately relocated.

13.



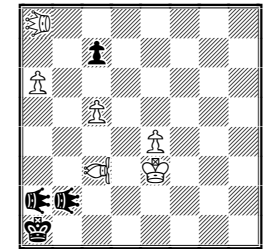
h#5* b) rotate a1=>a8
eagle ♁ rookhopper ♖

14.



h#6 b) ♗h8>h3 Circe
neutral Ps ♗ imitator ♗

15.



series-h#8 2 solutions
moose ♁♁

13 a)1...EAd7# 1.RHb7 Ke8 2.c6 EAb6 3.Kg7 EAa7 4.RHh7 Ke7 5.Kh8 Kf8# b) 1...EA5# 1.g5 EA2 2.RHg3 EAF3 3.RHe3 EAe2 4.RHe1 EAF1 5.RHg1 EA4# Rundlauf: WK(a), RH(b).

14 a)1.Ka4[Ih7] Kxa7[Ih6] 2.nPa5[Ih5] Ka8[Ih6] 3.Kxa5[nPa2][Ih7] Ka7[Ih6] 4.nPa1nQ[Ih5] nQa4[Ih8] 5.Kxa4[nQd1][Ih7] Ka6[Ih6] 6.nQc1[Ig6] Kb5[Ih5]# b)1.Kxa6[nPa2][Ih4] nPa3[Ih5] 2.Ka5[Ih4] nPa4[Ih5] 3.Kxa4[nPa2][Ih4] nPa3[Ih5] 4.nPa5[Ih3] Ka7[Ih2] 5.Ka5[nPa2][Ih3] nPa4[Ih4] 6.nPa1nQ[Ih3] nQxa4[Ih6]# For the Happy Few!

15 1.aMc1 2.aMd4 3.aMb5 4.bMxa6 5.bMxc5 6.bMb2 7.aMc1 8.aMa2 Mb8# (2 M round trips) & 1.bMc4 2.aMxc5 3.bMb6 4.aMxa6 5.aMc5 6.aMb2 7.bMc1 8.bMa2 Mb8# (the Ms change places). Each time a different moose (marked "a" & "b" for clarity) takes the Ps. Not easy to do!