

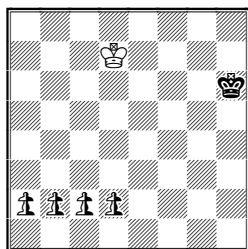
# FAIRINGS...

## N° 20: December 2011

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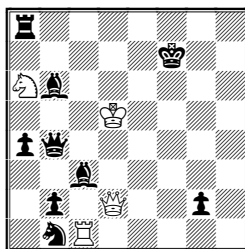
Light positions (ave. <6 units), only once with T&M (which some readers dislike!). In **3** and **9** "++" = double check; in **12** ">" means that White plays 2 moves first. For definitions see page 2. Seasonal good wishes to all readers!

### 1. Geoff Foster



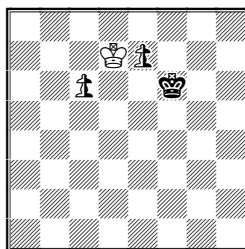
h#2 CouscousCirce neutral Ps

### 2.



h#2 2 solutions Madrasi+Couscous

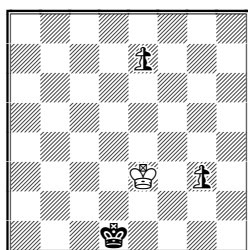
### 3.



h++2½ 2 sols PWC neutral Ps

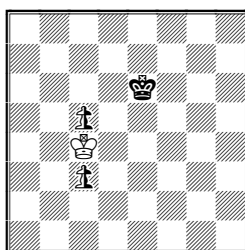
**1** 1.nPd1=nQ+ nQxc2[nPd1=nB] 2.nPa1=nB nBxb2[nPc1=nB]# An amusing diagram!  
**2** 1.bxc1B[Rf8] Qg5 2.Qb2 Sb8#(3.RxS??) & 1.Bxd2[Qf8] Rc6 2.Ra7 Sc5#(3.QxS??). B2 hideaways. In Couscous these 2 BBs are normal. **3** 1...Kd8 2.Kg6 nPe8=nB+ 3.nBxc6[nPe8=nR] nBxe8[nRc6]++ & 1...Kc7 2.Ke5 nPe8=nQ+ 3.nQxc6[nPe8=nS] nQxe8[nSc6]++. The inevitable AUW, but with more unified play than sometimes.

### 4. T&M+Couscous



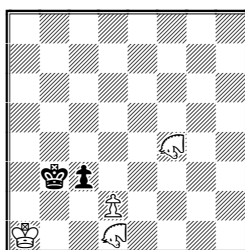
h#3 2 sols b)nPg3>g5 c)nPe7>b2 d)shift d1>a1

### 5. CJF & G.Foster



h#3½ 2 solutions CouscousCirce

### 6. for source see sol<sup>n</sup>

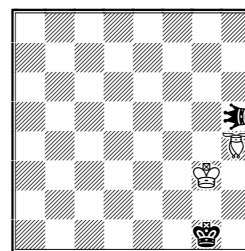


hself#3½ 2 solutions gnu

**4** a)1.nPg2 Kd3 2.nPg1=nS nPe8=nR 3.nRe2 nSxe2-e3[nRb1]# b)1.nPg4 nPe8=nS 2.nSf6 nSxg4-g3[nPb1=nQ]+ 3.nQf5 nSxf5-f2[nQb1]# c)1.nPb1=nB nPg4 2.nBf5 nPxf5-c8=nR[nBh1] 3.nRa8 nBxa8-a4[nRf1]# d)1.nPb5 nPd4 2.nPb4 Kxb4-b3 [nPe1=nQ]+ 3.nQe5 nPxe5-h8=nB[nQc1]# Double AUW. **5** 1...Kxc5[nPe1=nQ] 2.nQxc3[nPd8=nR] Kb6 3.nRd5 nRd5-e5 4.Kd6 nQc3xe5[nRd1]# & 1...Kxc3 [nPe1=nR] 2.Kd5 Kb3 3.Kxc5[nPe8=nQ] nRe1-e5 4.Kd4 nQe8xe5[nRd1]# **6** 1...c2 2.GNd3 c1GN 3.GNe4+ Kc2 4.GNb4+ GNxb4# & 1...cxd2 2.GNc4 d1GN 3.GNd5

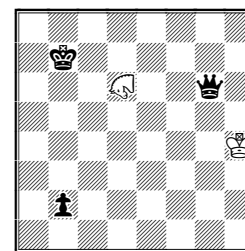
GNe4 4.GNd2+ GNxd2# I dedicated this (in my QT award) to the participants of the Sant' Ambrogio meeting in Milan, December 2011. This QT was for hs#s with gnus.

### 7.



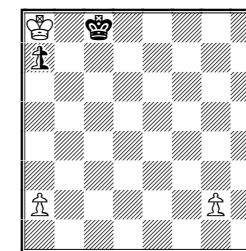
h#4 a)Couscous b)VMC archbishop locust

### 8.



h#4 PWC b)g6>g8 bison

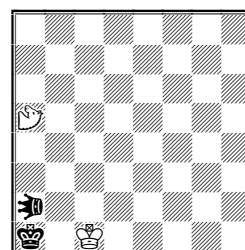
### 9.



a) h++4 b) c7 & h#4 both 2 sols antiCirce

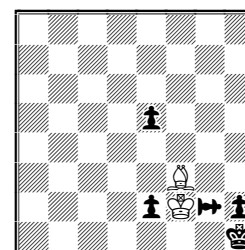
**7** a)1.Lxh4-h3[ARh1]+ Kxh3[Le1] 2.Kxh1[ARe8] ARe2 3.Lxe2-e3[ARe1] ARf2 4.Lxf2-g1[ARf1] ARb7# (ARg2??) b)1.Kh1 ARg5 2.Lxg5-f5[ARB8] ARf2 3.Lxf2-f1 [ARc8] ARxf1[Lc1] 4.Lxf1-g1[ARc8]+ ARg2# (ARb7??) The main idea was the differentiation of the mates. **8** a)1.b1R Bif3 2.Ka8 Bixg6[Qf3] 3.Rb8 Bie3 4.Qf3-b7 BId6# b)1.Qb8 BId5 2.Ka8 Bixb2[Pa5] 3.Qxb2[Bib8] BIXa5[Pb8] 4.Qb2-b7 BId6# Two different bison circuits. **9** a)1.Kd7 Kb8 2.Kd8 nPa8=nQ 3.nQe4 nQe1 4.Kc8+ nQe8++ & 1.Kd8 Kb7 2.Kd7 nPa8=nR 3.nRe8 nRe1 4.Kc8+ nRe8++ b)1.Kb6 Kb8 2.Ka6 nPa8=nB 3.nBc6 Kc7 4.nBe8 Kb6# & 1.Kd7 Kb7 2.Kd8 nPa8=nS 3.nSc7 Kc6 4.nSe8 Kd7# Another neutral AUW, but a bit different this time!

### 10.



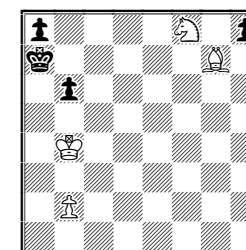
h#7\* PWC zebrarider locust

### 11.



ser-h#7 PWC Pg2 is a) Berolina b) normal

### 12.



>ser-h#7 PWC

**10** Set 1...Zrd3# 1.Lxa5-a6[ZRa2] Kd1 2.Kxa2[ZRa1] ZRd3 3.Lxd3-e2[ZRa6] ZRd4 4.Kb2 ZRa2 5.Kxa2[ZRb2] Kc2 6.Ka1 Kc1 7.Lxb2-a2[ZRe2] ZRg5# Circuits by ZR(a2-a2), L and WK. **11** a)1.Bxg2#?/[BPf3+!] 1.e1S 2.Sxf3[Be1] 3.BPf1=S 4.Se3 5.Sg2 6.Sxe1 [Bf3] 7.Sc2 Bxg2[Sf3]# b)1.Bxg2#?/[Pf3 f3xg2!] 1.e4 2.exf3[Be4] 3.g1R 4.Rd1 5.e1R 6.Rxe4[Be1] 7.Rdxe1[Bd1] Bxf3[Pd1=R]# **12** 1.Bc3 2.Bxh8 [Pc3] then 1.c2 2.c1R 3.Rc8 4.Rb8 5.Rxf8[Sb8] 6.Rc8 7.Rxh8[Bc8] Sc6# Triple back-and-forth effect; round trip of bP/R. In this series form stopping cooks is difficult!

## Definitions

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

**CouscousCirce:** As Circe, but the captured piece reappears on the Circe rebirth square of the capturing unit. Pawns reappearing on promotion squares are promoted instantly, at the choice of their own side.

**Madras:** Mutually attacking black and white units of the same type (kings excluded) paralyse each other, so that they may no longer move or give check. Moves creating paralysis are legal, and the paralysis may be removed, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.

**PWC (PlatzWechselCirce):** Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their 1<sup>st</sup> rank have no moving or checking power until reactivated by being captured again; those appearing on their 8<sup>th</sup> rank are promoted instantly, at the choice of their own side.

**T&M (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" step. Promotions at the end of the "make" step are normal.

**VMC (Vertical Mirror Circe):** The rebirth squares are the left-right reflections of the usual Circe ones.

**antiCirce:** After a capture the capturing piece (Ks included) 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; fairy pieces go to the promotion square of the file of capture.

**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.

**Gnu GN:** a leaper combining camel [= (1,3/3,1)-leaper] and knight.

**Archbishop AR:** a bishop which may reflect (but only once per move) at the centre of a square on the board edge, thus for example ARb1-f7 via a2 but not via h7 & g8.

**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.

**Locust L:** a piece which moves only to capture. It lands on the same squares as a grasshopper, but the arrival square must be empty, because the locust captures its hurdle.

**Bison BI:** a leaper which combines camel [= (1,3/3,1)-leaper] and zebra [= (2,3/3,2)-leaper].

**Zebrarider ZR:** a rider along any straight line of zebra [= (2,3/3,2)-leaper] moves, e.g. ZRa1-e7 or ZR a1-g5.

**Berolina Pawn BP:** a P which moves diagonally, captures straight ahead and promotes normally.

**Helpselfmate in n moves:** White (playing first) and Black cooperate to reach, after n-1 moves, a position which is a selfmate in 1.