16. Stephen Emmerson　　　**17.**　　　**18. Juraj Lörinc**

h#5　　　h#10　PWC　　　sh#9*　Circe　G ♘♟
Grasshopper ♘　　　Locust ♘　　　neutral G ◐
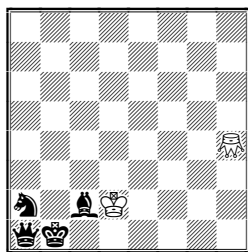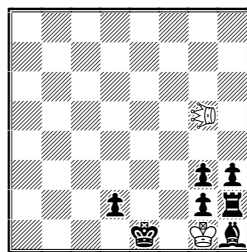
16 1.Sb4 Ga4 2.Qa2 Gd1 3.Ka1 Gb3 4.Bb1 Kc3 5.Sc2 Gd1# A WG switchback and a cyclic change of places between the four black pieces, in perfect economy.

17 1.Kd1 Lxd2-c1[Pg5] 2.Ke2 Lxg5-h6[Pc1B] 3.Bg5 Lxg5-f4[Bh6] 4.Bg5 Lxg5-h6[Bf4] 5.Kd1 Lxf4-e3[Bh6] 6.Bxe3[Lh6] Lxe3-d2[Bh6] 7.Be3 Lxe3-f4[Bd2] 8.Be3 Lxe3-d2 [Bf4] 9.Bd6 Lxd6-d7[Bd2] 10.Ke1 Lxd2-d1[Bd7]# The BB & WL both visit every square on the c1-h6 diagonal. At last, after many attempts, I have regretfully abandoned my efforts to show the idea on a *long* diagonal.
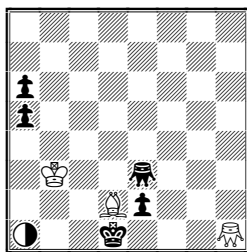
18 Set: 1… Bxe3[Ge1]# Sol.: 1.Ga3 2.nGa4 3.nGa2 4.nGc4 5.nGf1 6.exf1R[nGf8] 7.Rf2 8.nGf1 9.Re2 Ge1# Circe-specific #s; the Circe effects include nGd3? at the end.

19.　　　**20.**　　　**21.**

sh#11*　　　sh#17　　　sh#17　　　b) ♔e4
Double G ♔♚　　　PWC　　　PWC　　R-Locust ♖

19 Set: 1.Kb1# Sol.: 1.c5 2.Kg2 3.DGxg5 4.Kh3 5.DGf6 6.DGb4 7.DGb6 8.DGa4 9.DGh2 10.Kh4 11.DGh3 DGd5# Antibattery mates. DG series are very difficult!

20 1.d3 2.dxc2[Sd3] 3.Kxd3[Sc4] 8.Kb3 9.Kxc4[Sb3] 12.Ka3 13.Kxb3[Sa3] 15.Ka1 16.bxa3[Sb4] 17.a2 Sxc2[Pb4]# Ws-Rundlauf c2-d3-c4-b3-a3-b4-c2.

21 a) 1.Ka2 8.Kxg4[Pg5] 9.Kh5 10.Kxg5[Ph5] 12.Kh3 13.Kxh4[Sh3] 14.Kxh5[Ph4] 15.Kg4 16.Kxh4[Pg4] 17.Kxh3[Sh4] Sf5# WP Rundlauf g4-g5-h5-h4-g4. b) 1.Kb1 6.Kg1 7.Kxh2[LRg1] 9.Kf2 10.Kxg1[LRf2] 12.Kg3 13.Kxf2[LRg3] 15.Kh2 16.Kxg3 [LRh2] 17.Kh3 Sf5# White R-Locust Rundlauf h2-g1-f2-g3-h2.

This time it is a pleasure to welcome two visitors, see **16** and **18**. The sequence **10**-**15** shows what Petko Petkov, in a forthcoming article, calls Feather-excelsiors, a 2-phase idea in which two nPs promote alternately at the top and bottom of the board, and take it in turn to deliver mate. Using a notation for the promotions with the mating piece second in every pair, **10** shows RQ/SB, **11** RS/BQ, **12** BQ/QB, **13** QB/SR, **14** QS/BR and **15** BR/BB plus a Zilahi. See solution 15 for **15b**, another Zilahi, BR/BR type. Of course other combinations are possible.　　　Best wishes to all.
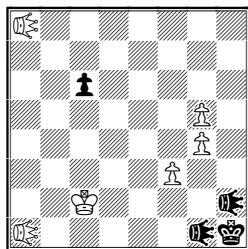
Definitions (See previous issues F1-F3 as indicated.)

PWC (PlatzWechselCirce): see F3. **CouscousCirce**: As Circe (F2), but the captured piece reappears on the rebirth square of the capturer. Ps reappearing on promotion squares are promoted instantly, at the choice of their own side. **Grasshopper G**: see F1. **ContraGrasshopper CG**: As G, but in reverse: the hurdle must be adjacent to the CG, which may land anywhere on the line beyond, e.g. in **3** CGb4-f8 is a possible move. Thus the CG is somewhere between a G and a Lion in power. **Double Grasshopper DG**: see F3. **Vao VA**: see F1. **Pao PA**: see F2. **B-Lion BL**: as Lion (F1) and R-Lion (F2) but on B-lines only. **Neutrals**: see F1. **Locust L**: see F3. **R-Locust LR**: see F2.
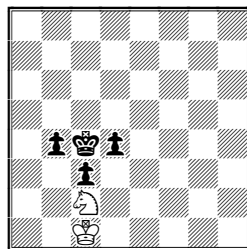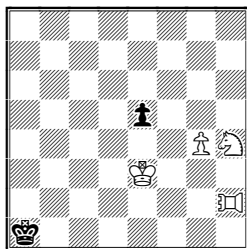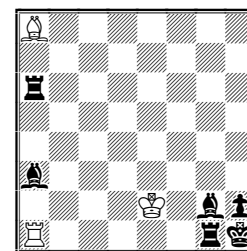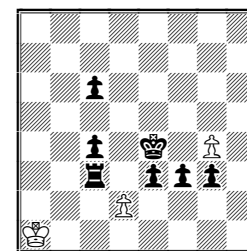
1.　　　**2.**　　　**3.**

h#2　2 solutions　　　h#2　4 solutions　　　h#2　2 solutions
PWC　　　CouscousCirce　　　G ♘　ContraG ♘
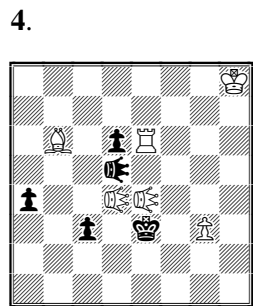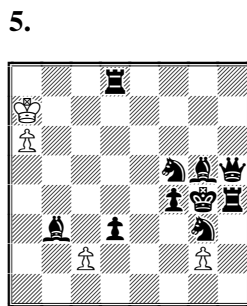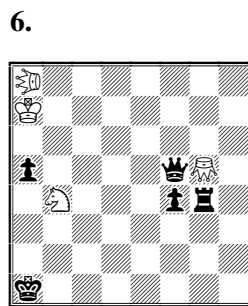
SOLUTIONS:

1 1.Rb1 Rxb1[bRa1] 2.Bc1 Rxc1[bBb1]# & 1.Bb7 Bxb7[bBa8] 2.Rc6 Bxc6[bRb7]#

2 1.Kf4 dxe3[Pe2] 2.Kxg4[Pe8Q] Qh5#, 1.Kd5 dxc3[Rc2] 2.Rxc3[Ph8Q] Qe5#, 1.c5 d4 2.Kxd4 [Pe8Q] Qe4# & 1.Rc2 d3 2.Kxd3[Pe8Q] Qxe3[Pd1B]# Albino with 4 different CouscousCirce-specific mates, unfortunately not all by the same promoted P.

3 1.Kc4 CGf4 (CGg4?) 2.Rd4 Ge4# & 1.Kc3 CGf6 (CGg7?) 2.Bd4 Ge5# Pinmates.
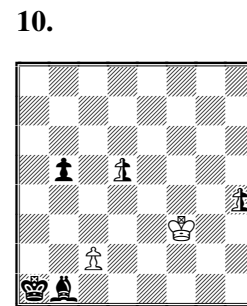
4.

5.

6.
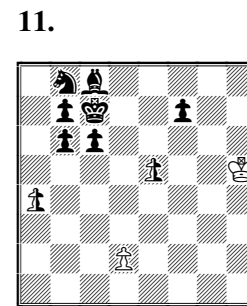
h#2   2 solutions
Double G ♛♚

h#2   5 solutions
PWC

h#2½   3 solutions
G ♛   ContraG ♞

4 1.DGf3 DGe4-e5 2.Ke4 DGe5-a5# & 1.DGd3 DGd4-c5 2.Kd4 DGc5-h3# The battery-line retreats are DG-specific. The black DG goes via d3 to f3 and *vice versa*.
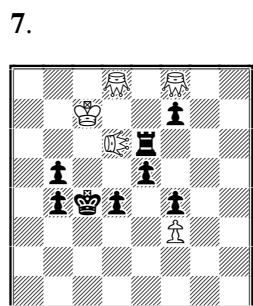
5 1.Rc8 Kb7 2.Rxc2[Pc8Q] Qxf5[Sc8]#, 1.Rb8 cxb3[Bc2] 2.Rxb3[Pb8Q] Qxf4[Pb8]#, 1.Bg8 c4 2.Bxc4[Pg8Q] Qxg5[Bg8]#, 1.Qh8 c3 2.Qxc3[Ph8Q] Qh5# & 1.Bh6 cxd3[Pc2] 2.Rxd3[Pd8Q] Qxh4[Rd8]# Albino plus one, Q-promotions on 5 different squares, and mates on 5 different squares.

6 1...Kb8 2.Qg6 Gg7 3.Qg6-b1 CGh8#, 1...Kb7 2.Rg2 Gg1 3.Rb2 CGh1# & 1...Sd3 2.Qb5 Gxa5 3.Qb5-b1 CGa6# The hurdle-G prevents interferences on b2, b1 & a2.
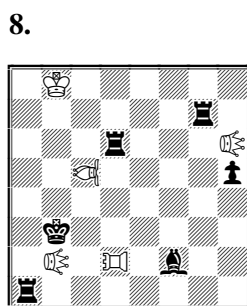
7.

8.

9.

h#2½   2 solutions
G ♛   Double G ♚

h#3   b) ♞b2>a4   [3♖s]
CG ♞   Pao ♜   Vao ♝
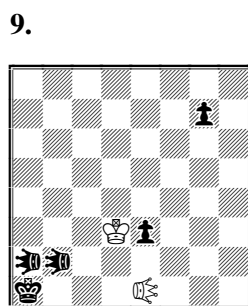
h#3   ContraG ♞♞
b)/c)/d): e1=>DG/BL/G

7 1...DGd5 2.f5 DGxf4 3.Kd5 DGd6# & 1...DGc5 2.Rb6 DGxe5 3.Kc5 DGd6# Two round trips by the DG, paradoxically starting in each case with a move to the square required by the BK.

8 a) 1.Be1 CGb5 2.Ka2 PAg2 3.Bb4 CGh2# b) 1.Rc6 CGd1 2.Ka3 VAe7 3.Rc2 CGf8# Line effects. If the 3 BRs worry you, then a1 could be a Q.

9 a) 1.CGf2 Ke2 2.CGc2 Kf1 3.CGa2 CGg1# b) 1.CGc2 DGe2 2.CGe4 DGf4 3.CGb1 Ke4# c) 1.CGd2 BLc3 2.CGe5 Kc2 3.CGa2 BLxg7# d) 1.e2 Ge3 2.e1R Ke4 3.Rb1 Ge5# A simple hopper demonstration piece.

10.

11.

12.

h#4   2 solutions
neutral pawns ♙

h#4   b) ♞b8>d6
neutral pawns ♙

h#4½   2 solutions
neutral pawns ♙

10 1.nPh3 nPd6 … 3.nPh1nR nPd8nQ 4.nQd1 nQxb1# & 1.nPd4 nPh5 … 3.nPxc2 nPh7 4.nPc1nS nPh8nB# An Allumwandlung of perhaps the easiest type.

11 a) 1.nPe4 nPa5 … 3.nPxd2 nPa7 4.nPd1nR nPa8nS# b) 1.nPa3 nPe6 … 3.nPa1nB nPf8nQ 4.nBe5 nQxd6# A pity that twinning is needed here.
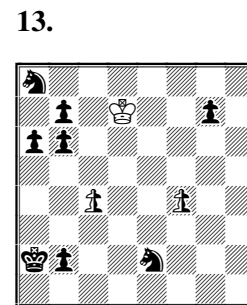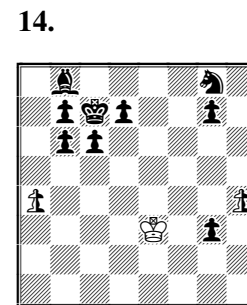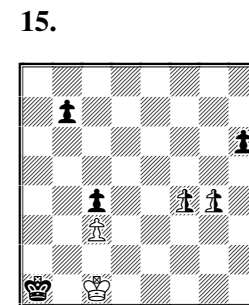
12 1...nPe5 … 3.nPd2 nPxd7 4.nPd1nB nPxe8nQ 5.nBe2 nQxb5# & 1...nPd5 … 3.nPe2 nPxc7 4.nPe1nQ nQxe7 5.nQd8 nPc8nB# A difficult switch.

13.

14.

15.

h#4½   2 solutions
neutral pawns ♙

h#4½   2 solutions
neutral pawns ♙

h#5   b) ♙b7>a2
neutral pawns ♙

13 1...nPf5 … 4.nPc1nQ nQc4 5.Ka3 nPf8nB# & 1...nPc5 … 3.nPf2 nPxb7 4.nPf1nS nPxa8nR 5.nSd2 nRxa6# The first solution is more dynamic than is often possible.

14 1...nPa5 … 4.nPh1nQ nQf1 5.nQf8 nPa8nS# & 1...nPh5 … 4.nPa1nB nBe5 5.Kc8 nPxg8nR# A maximum distance between the thematic neutral pawns.

15 a) 1.nPg3 nPf5 … 3.nPg1nB nPf7 4.nBa7 nPf8nR 5.nRa8 nRxa7# b) 1.nPf3 nPg5 … 3.nPf1nB nPh7 4.nBd3 nPh8nB 5.cxd3 c4# A Zilahi with quite different mates. A much simpler example (**F4/15b**) would be WKh6, BKh8, BPd7, BPe7, nPd4, nPe4, h#4½, 2 sols: 1…d5 … 4.e1nB nBa5 5.nBd8 exd8nR# & 1…e5 … 4.d1nB nBh5 5.nBe8 dxe8nR# but of course that is far too symmetrical.