

FAIRINGS...

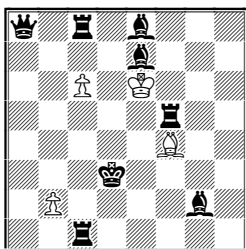
unorthodox help-problems by

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N° 6: February 2010

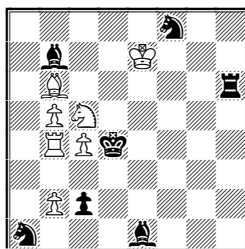
Two innovations this time: 1/ We revert to the 12-problem / single-side format of *Broodings*, hoping to please both readers who print the file and those who read *Fairings* on screen. 2/ Definitions (covering issues 1-6 of *Fairings*) are given in a separate file. They have been carefully formulated so as to be (I hope) as precise as possible. Best wishes to all readers.

1.



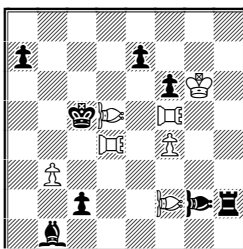
h#2 2 solutions
PWC 3♙ & 3♚

2.



h#2 2 solutions
PWC

3.



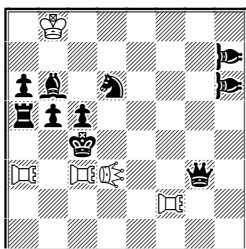
h#2 b) d4=>♘ PWC
Triton ♖ Nereid ♜

1 1.Qxc6+[Pa8=Q] Kxe7[Be6] (Kxf5[Re6]?) 2.Qf3 Qe4# & 1.Rxc6+[Pc8=Q] Kxf5 [Re6] (Kxe7[Be6]?) 2.R6c2 Qc4# The WK must not place a guard on the mate square!

2 1.Bxb4[Re1] Re4+ 2.Kxc4[Pd4] d5# & 1.Rxb6[Bh6] Be3+ 2.Kxc5[Sd4] Sc6# An unusual kind of battery inversion.

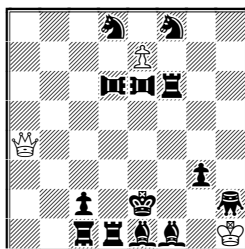
3 a) 1.Kxd4[TRc5] TRxc2-c1[Pc5] 2.Bd3 TRxc5-c6[Pc1=S]# b) 1.Kxd5[NDc5] NDxe7 -f8[Pc5] 2.NDe4 NDxc5-b4[Pf8]# I could find no way to make part b) as good as a).

4.



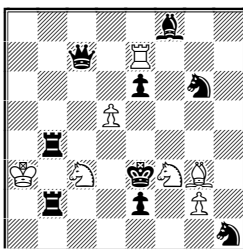
h#2 2 sols Siren ♘
Triton ♖ Nereid ♜

5.



h#2 3 sols Dabbaba ♖
G♙ Dabbabarider ♖
Dabbabariderhopper ♖

6.



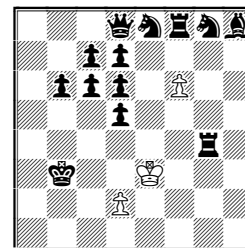
h#2 b) ♙g3>e1
PWC

4 1.Qg6 TRcb3 2.Kc3 SLe4# & 1.Qg5 SLe3 2.Kd3 SIf4# Interferences & batteries.

5 1.Kd2 exd8DH 2.De2 Qd4#, 1.Gd2 e8DH 2.Rf2 Qe4# & 1.Kf2 exf8DH 2.Ge2 Qf4# A didactic D/DR/DH piece with pins by promoted DHs behind the mating Q.

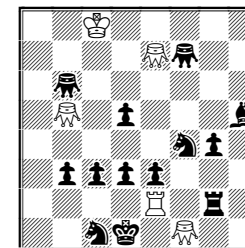
6 a) 1.Qxe7[Rc7] Se4 (cS~?) 2.Rxe4[Sb4] Rc3# b) 1.Bxe7[Rf8] Sd4 (fS~?) 2.Rxd4 [Sb4] Rf3# You simply cannot sacrifice in PWC! Perhaps this is the next best thing?

7.



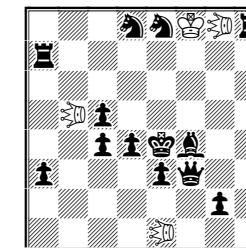
h#2 5 solutions
PWC

8.



h#2 2 solutions
G♙♘ CouscousCirce

9.



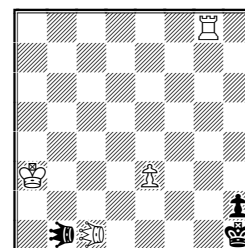
h#3 b) ♙->♙d4
Contragrasshopper ♘

7 1.Qxf6[Pd8Q] Qa8 2.Rb4 Qa2#, 1.Sexf6[Pe8Q] Qe5 2.Ka2 Qb2#, 1.Rxf6[Pf8Q] Qxd6[Pf8Q] 2.Kc4 Qb4#, 1.Sgxf6[Pg8Q] Qxd5+[Pg8] 2.Ka3 Qb3# & 1.Bxf6[Ph8Q] Qh1 2.Kc2 Qb1# An obvious task, shown here without repetition, which is not so easy.

8 1.Gb4 Gxb3[Pb8] 2.Gf3 Kxb8[Pe1S]# & 1.Gc4 Gxd3[Pd8] 2.Gf2 Kxd8[Pe1B]#

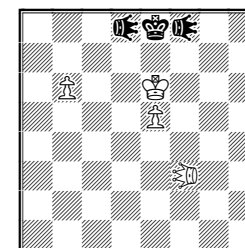
9 a) 1.Sc7 Kg7 2.Qf1 CGh1 3.Qf3 CGxg2# b) 1.Sb7 Kf7 2.Qd2 CGb4 3.Qd4 CGxc4#

10.



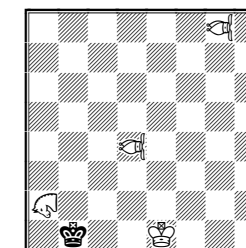
h#4 2 solutions
Contragrasshopper ♘♘

11.



ser-h#11* Double
Grasshopper ♘♘

12.



ser-h#46 Squirrel ♘
B-locust ♘ PWC

10 1.CGf1 Rg2 2.CGh3 Rg4 3.CGf5 e4 4.CGb1 CGa1# & 1.CGe1 Rd8 2.Kg1 Rd2 3.CGb4 Kb3 4.CGb1 CGa1# Tempo round trips of different lengths by the black CG.

11 1...b7# 1.DGd8-c7 2.DGf8xb6 3.Kf8 4.DGb6-g8 5.DGg8xe5 6.Kg7 7.DGc7-f7 8.DGf7-f5 9.DGe5-g8 10.DGf5-h7 11.Kh8 Kf7# Antibattery switch.

12 1.Ka1 2.Kxa2[SQa1] 3.Kb2 4.Kxa1[SQb2] 8.Kxb2[SQc3] 11.Kxd4[LBd3] 12.Kxc3 [SQd4] 13.Kxd3[LBc3] 16.Kxd4[SQe5] 20.Kxe5[SQf6] 24.Kxf6[SQg7] 27.Kxg8 [LBh7] 30.Kxg7[SQf6] 34.Kxf6[SQe5] 38.Kxe5[SQd4] 41.Kxc3[LBc4] 42.Kxd4 [SQc3] 43.Kxc4 [LBd4] 46.Kxc3[SQb2] SQd2# Round trips by the BK and the LBd4, plus SQ-switchback (b2-b2, moves 4-46). Is it perhaps better to start at move 5?