FAIRINGS… Nº 27: October 2012

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

Welcome to Cornel Pacurar. His **9** improves *Fairings* 26/12 enormously! Page 2 presents a special feature. Definitions are on page 4.   Best wishes to all.

1.
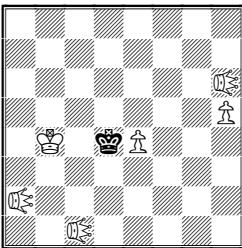
h#2   b) ♟e4   c)&
♟e4>e7 edgehog♘

2.
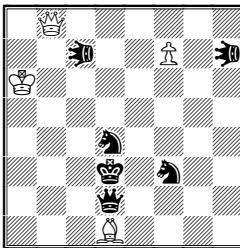
h#2   b/c) ♛>h2/h3
sparrow ♞

3.
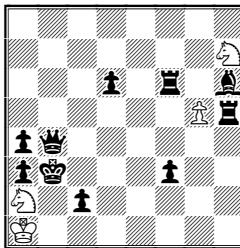

h#2   2 solutions
PWC

1 a) 1.Ke5 EHae6 2.Kd6 EHe8# b) 1.Kd3 EHhd2 2.Ke3 EHd1# c)1.e5 EHcc4 2.Kd5 EHh4# Cyclic interference for battery-building.   **2** a) 1.SWg8 fxg8=SW 2.Kc3 Qb3# b) 1.SWe8 fxe8=SW 2.Qc3 Qe2# c) 1.Ke4 f8=SW+ 2.Se5 Qf3# New sparrows prevent captures by the Se4.   **3** 1.Qb7 gxh6[Bg5](gxf6?) 2.Qxh7[Sb7] Sa5# & 1.Qe4 gxf6 [Rg5](gxh6?) 2.Qxh7[Se4] Sd2# (NB: 1...g6? in both.) Tempo dual-avoidance.

4.
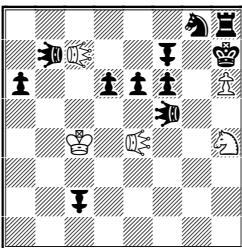
h#2 2 sols edgehog♘
eagle♜ moose ♞

5.
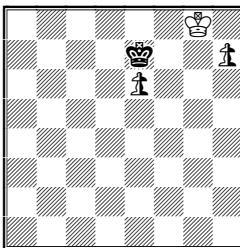
h#3½   2 solutions
PWC   neutral P♙

6.
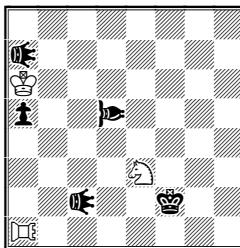
h#5 2 solutions VMC
locust family ♝ ♜ ♟

4 1.EAd4(EAc~?) EHb1 2.Ma1(Mf~?) EHg6# & 1.Md8(Mb~?) EHa7 2.EAa8(EAf~?) EHg7# Anticipatory line-closings, B2 hideaways and pinmates.   **5** 1...Kg7 2.Kxe6 [nPe7] Kh6 3.Kf6 nPe8=nQ 4.nQd7 nPh8=nB & 1...Kxh7[nPg8] 2.Ke8 Kh6 3.Kf8 nPe7+ 4.Kxg8[nPf8=nS] nPxf8=nR[nSe7]# The expected AUW, but with perfect economy. Anticipated?   **6** 1.Ke2 Sxd5[LBe1] 2.Kd1 Sc3+ 3.LBxc3-b4[Sb1] Sd2+ 4.Lxd2-e2[Sb1] Sc3+ 5.LBxc3-d2[Sb1] Sa3# & 1.Kxe3[Sb1] Sd2 2.Lxd2-e2[Sb1] Sd2 3.Kf2 Sf1 4.Kxf1[Sg1] Sf3+ 5.LBxf3-g2[Sg1] Sh3# Intensive rebirths.

7.
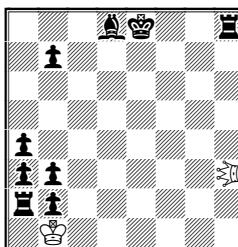
h#5   4 solutions
PWC   locust ♞

8.
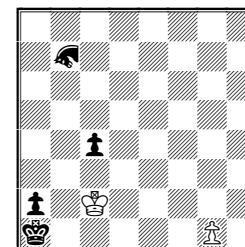
ser-h#112   PWC
flamingo(1,6)♞

9. C.Pacurar (after CJF)
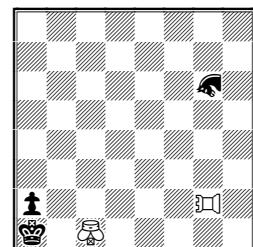
ser-h#396(!)   PWC
royal scorpion♞
dabbaba♜ flamingo♞

7 1.Rh5 Lxh5-h6[Rh3] 2.Bc7 Lxh3-h2[Rh6] 3.Kd8 Lxh6-h7[Rh2] 4.Rh6 Lxh6-h5 [Rh7] 5.Rf7 Lxf7-e8[Rh5]#, 1.Rh6 Lxh6-h7[Rh3] 2.Rh6 Lxh6-h5[Rh7] 3.Bh4 Lxh4-h3[Bh5] 4.Rg7 Lxh5-h6[Bh3] 5.Bd7 Lxg7-f8[Rh6]#, 1.Rh4 Lxh4-h5[Rh3] 2.Bb6 Lxh3-h2[Rh5] 3.Re5 Lxe5-d6 [Rh2] 4.Kd8 Lxb6-a6[Bd6] 5.Be7 Lxb7-c8[Pa6]# & 1.Bh4 Lxh4-h5[Bh3] 2.Rh6 Lxh3-h2[Bh5] 3.Rd6 Lxd6-c7[Rh2] 4.b6 Lxb6-a5[Pc7] 5.Bf7 Lxc7-d8[Pa5]# Exact echoes, the BB blocking c7,d7,e7 & f7.   **8** 1-22.Fb7-c1-d7-e1-f7xg1[Pf7]-h7-b6-h5-b4-h3-b2-c8-d2-e8-f2-g8-h2-b3-h4-b5-h6-b7, then the same circuit 3x more (<u>26</u>.Fxf7[Pe1]; <u>47</u>.Fxe1[Pd7]; <u>68</u>.Fxd7[Pc1]) and finally a longer circuit, again back to b7: 89-112.Fxc1[Pb7]-d7-e1-f7-g1-h7-b6-h5-b4-h3-b2-c8-d2-e8-f2-g8-a7-g6-a5-g4-a3-g2-h8xb7[Ph8=F] Fg2# Several readers (of F26/11 & /12) had suggested this final F-promotion.   **9** 1-22.Fg6-a7-g8-f2-e8-d2-c8-b2-h3-b4-h5-b6-h7-b8-c2-d8-e2-f8xg2[DAf8]-a3-g4-a5-Fg6, then this circuit is repeated 17x more with <u>39</u>.Fxf8[DAe2] 60.Fxe2[DAd8] <u>81</u>.Fxd8[DAc2] <u>102</u>.Fxc2[DAb8] <u>123</u>.Fxb8[DAh7] <u>144</u>.Fxh7[DAb6] 165.Fxb6[DAh5] <u>186</u>.Fxh5[DAb4] <u>207</u>.Fxb4[DAh3] <u>228</u>.Fxh3 [DAb2] <u>249</u>.Fxb2[DAc8] <u>270</u>.Fxc8[DAd2] <u>291</u>.Fxd2[DAe8] <u>312</u>.Fxe8[DAf2] <u>333</u>. Fxf2[DAg8] <u>354</u>.Fxg8[DAa7] <u>375</u>.Fxa7[DAg6] <u>396</u>.Fxg6[DAa5] Da3#!! 18 times the same round trip looks unsurpassable to me. A key element is the use of the royal scorpion to rule out occupation of b1. Many thanks for this remarkable contribution!

Introduction to *Fairings* 27 part b, and a challenge...

Readers of previous *Fairings* may remember two series of 24 CouscousCirce problems showing neutral AUW in the h#2 and ser-h#3 with all possible orders of promotions. The same task in *series-#4* form is much more difficult; I am sure that some of the positions on the next page can be improved, so I shall be happy to publish any improvements which maintain the 4-move form and do not use any extra neutral or fairy units. Please send me your results (ideally as Popeye-output, not as graphics) if you can rise to this challenge!

All F27/b problems are seriesMATE in 4, CouscousCirce. (NB: not h#!)
The order of promotions is given. For full solutions see the next page.
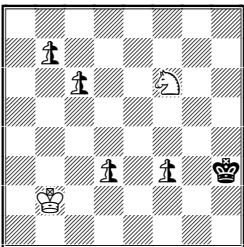
F27b/1.	Sbrq	F27b/2.	Sbqr	F27b/3.	Srbq
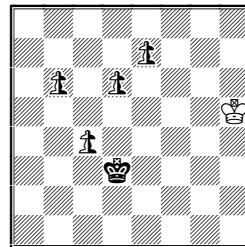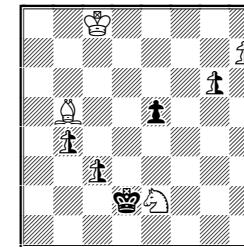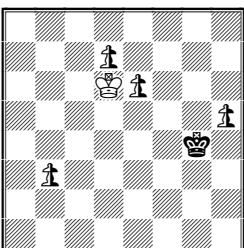
F27b/4.	Srqb	F27b/5.	Sqbr	F27b/6.	sqrb
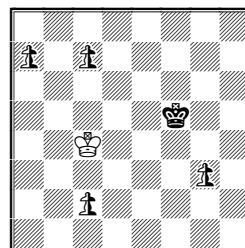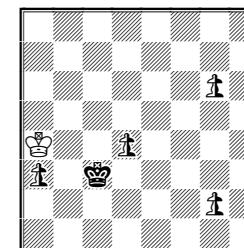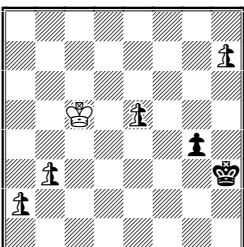
F27b/7.	Bsrq	F27b/8.	Bsqr	F27b/9.	Brsq
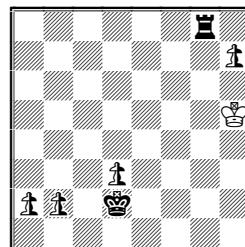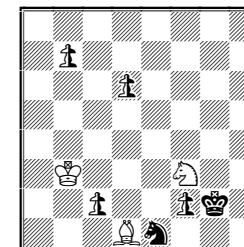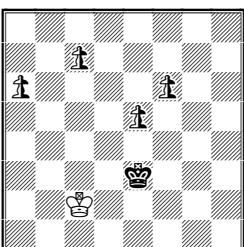
F27b/10.	Brqs	F27b/11.	Bqsr	F27b/12.	Bqrs
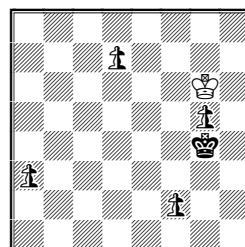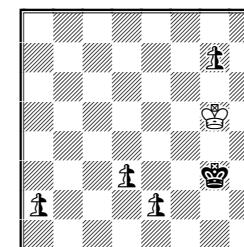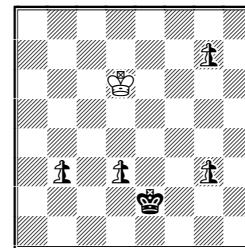
F27b/13.	Rsbq	F27b/14.	Rsqb	F27b/15.	Rbsq
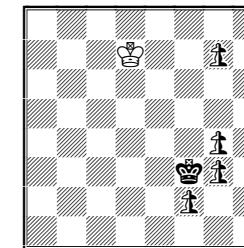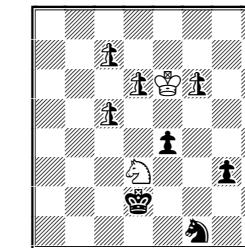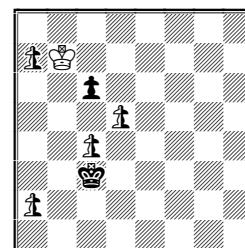
F27b/16.	Rbqs	F27b/17.	RqsB	F27b/18.	Rqbs
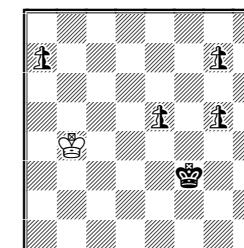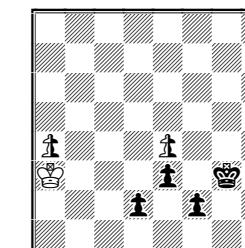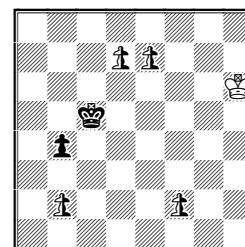
F27b/19.	Qsbr	F27b/20.	QsrB	F27b/21.	Qbsr
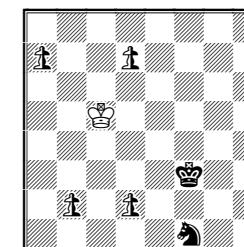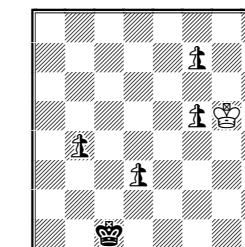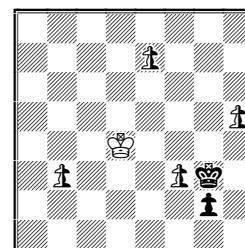
F27b/22.	Qbrs	F27b/23.	Qrsb	F27b/24.	Qrbs
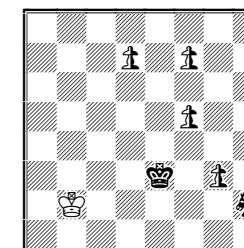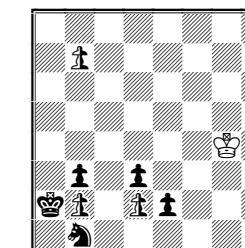
Fairings **27b Solutions**

1.nPg8=nR 2.nRxg3[nPa1=nS] 3.nSxb3[nPb1=nB] 4.nBxd3[nPf1=nQ]#

F27b/1
1.nPb8=nS 2.nSxc6[nPb1=nB] 3.nBxd3[nPf1=nR] 4.nRxf3[nPh1=nQ]#

F27b/2
1.nPe8=nS 2.nSxd6[nPg1=nB] 3.nBxb6[nPc1=nQ] 4.nQxc4[nPd1=nR]#

F27b/3
1.nPh8=nS 2.nSxg6[nPb1=nR] 3.nRxb4[nPa1=nB] 4.nBxc3[nPc1=nQ]#

F27b/4
1.nPd8=nS 2.nSxe6[nPb1=nR] 3.nRxb3[nPh1=nQ] 4.nQxh5[nPd1=nB]#

F27b/5
1.nPa8=nS 2.nSxc7[nPg1=nQ] 3.nQxg3[nPd1=nB] 4.nBxc2[nPf1=nR]#

F27b/6
1.Kxa3[nPe1=nS] 2.nSxg2[nPb1=nQ] 3.nQxg6[nPd1=nR]
4.nRxd4[nPa1=nB]#

F27b/7
1.nPh8=nB 2.nBxe5[nPc1=nS] 3.nSxa2[nPb1=nR] 4.nRxb3[nPh1=nQ]#

F27b/8
1.nPh8=nB 2.nBxb2[nPc1=nS] 3.nSxa2[nPb1=nQ] 4.nQxd3[nPd1=nR]#

F27b/9
1.nPb8=nB 2.nBxd6[nPc1=nR] 3.nRxc2[nPh1=nS] 4.nSxf2[nPg1=nQ]#

F27b/10
1.nPc8=nB 2.nBxa6[nPf1=nR] 3.nRxf6[nPa1=nQ] 4.nQxe5[nPd1=nS]#

F27b/11
1.nPd8=nB 2.nBxg5[nPc1=nQ] 3.nQxa3[nPd1=nS] 4.nSxf2[nPg1=nR]#

F27b/12
1.nPg8=nB 2.nBxa2[nPf1=nQ] 3.nQxe2[nPd1=nR] 4.nRxd3[nPh1=nS]#

F27b/13

F27b/14
1.nPg8=nR 2.nRxg4[nPh1=nS] 3.nSxf2[nPg1=nQ] 4.nQxg3[nPd1=nB]#

F27b/15
1.nPc8=nR 2.nRxc5[nPa1=nB] 3.nBxf6[nPc1=nS] 4.Kxd6[nPe1=nQ]#

F27b/16
1.nPa8=nR 2.nRxa2[nPh1=nB] 3.nBxd5[nPf1=nQ] 4.nQxc4[nPd1=nS]#

F27b/17
1.nPg8=nR 2.nRxg5[nPa1=nQ] 3.nQxe5[nPd1=nS] 4.nPa8=nB#

F27b/18
1.nPh8=nR 2.nRxh5[nPh1=nQ] 3.nQxe4[nPd1=nB] 4.nBxa4[nPf1=nS]#

F27b/19
1.nPe8=nQ 2.nQxd7[nPd1=nS] 3.nSxb2[nPg1=nB] 4.nBxf2[nPc1=nR]#

F27b/20
1.nPd8=nQ 2.nQxd2[nPd1=nS] 3.nSxb2[nPg1=nR] 4.nPa8=nB#

F27b/21
1.nPf8=nQ 2.nQxb4[nPd1=nB] 3.Kxf5[nPe1=nS] 4.nSxd3[nPb1=nR]#

F27b/22
1.nPe8=nQ 2.nQxh5[nPd1=nB] 3.nBxb3[nPf1=nR] 4.nRxf3[nPh1=nS]#

F27b/23
1.nPf8=nQ 2.nQxf5[nPd1=nR] 3.nRxd7[nPh1=nS] 4.nSxg3[nPg1=nB]#

F27b/24
1.nPb8=nQ 2.nQxh2[nPd1=nR] 3.nRxd2[nPa1=nB] 4.nBxb2[nPc1=nS]#

Definitions

Conditions:

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.

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 the capturing side.

VerticalMirrorCirce: Rebirth squares are the left-right reflections of the usual Circe ones.

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 the capturing side.

Characteristics:

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.

Royalty: A unit with this characteristic additionally acts as its side's king.

Pieces:

Edgehog EH: Moves as a Q, but either to or from the board edge, not both.

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.
Sparrow SW: a grasshopper which pivots 135º (to either side) at the hurdle.
Eagle EA: a grasshopper which pivots 90º (to either side) at the hurdle.
Moose M: a grasshopper which pivots 45º (to either side) at the hurdle.
The grasshopper itself of course pivots 0º, that is, it goes straight on.

(Q-)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.
R-Locust LR: a locust confined to R-lines.
B-Locust LB: a locust confined to B-lines.

Dabbaba DA: a (0,2/2,0) leaper, e.g. a1>a3 or a1>c1.

Flamingo: a (1,6/6,1)-leaper e.g. a1>b7 or a1>g2.

Man: a (0,1/1,0)- + (1,1)-leaper, i.e. it moves like a king but is not royal unless given the royalty characteristic.

Scorpion SO: a combination of man and grasshopper.

All the problems in *Fairings* 27 were tested using Popeye.