FAIRINGS… Nº 28: November 2012

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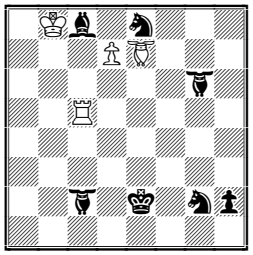
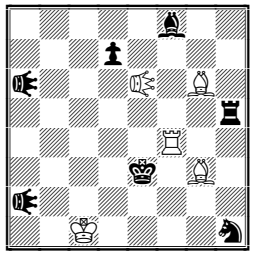
This time we have another splendid original from T&M virtuoso Pierre Tritten. Nº**12** is the final ser-h# in the ultra-long style, at least for a while. See page 2 for the fine responses to the Couscous/nP AUW challenge in F27, and page 4 for all the definitions. This is the last 2012 issue, so ***best wishes to all for 2013***.

1.



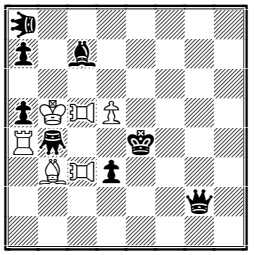
h#2 2 solutions
archbishop

2.



h#2 2 sols Madrasi
edgehog

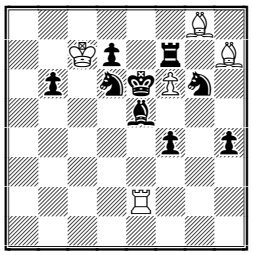
3.



h#2 4 sols pao
leo grasshopper

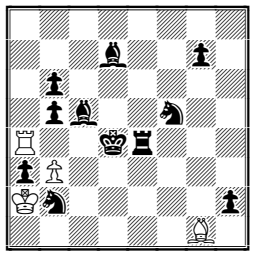
1 1.Kf1 dxc8=AR+ 2.ARce2 Rc1# & 1.Kd1 dxe8=AR 2.ARge2 Rd5# Double pin-#s. **2** 1.d5 Rd4(Be1?) 2.EH2e2 Rd3# & 1.d6 Be1(Rd4?) 2.EH6e2 Bd2# Alternatively it can be shown with captures on e6 (e.g. Kc1 Rf4 Bf5 Bg3 EHe6 / Ke3 Rh6 Bh8 Sg7 EHa2 EHa6); the EHs then cross the mating squares. However I prefer these Madrasi-paralysis mates. **3** 1.Bd6 PA5c4 2.Ge7 PAc5#, 1.Qb2 Bc4 2.Gb1+ Bb3#, 1.Qd2 PA3c4 2.Ge1 PAc3# &1.LEb7 Kc4 2.Gb8 Kb5# G-hideaways and white switchbacks.

4. Pierre Tritten



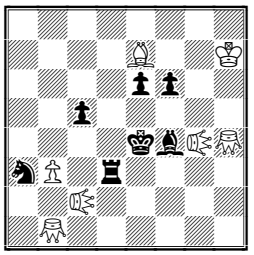
h#2 2 solutions
Take&Make

5.



h#2 b) ♟ g7>g4
Isardam + Couscous

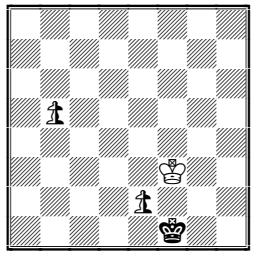
6.



h#3 2 solutions
grasshopper G2

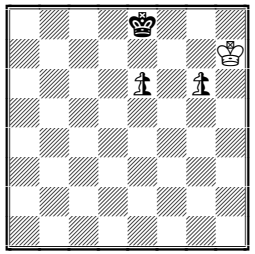
4 1.Sf8 Kxd6-e8 2.d6 Kxf7-c7# & 1.Se7 Kxd6-e4 2.d5+ Kxe5-c7# S-hideaways, BP one-two and WK round trips, an excellent mixture; thank you! **5** a) 1.hxg1=Q[Bd8] Rc4 2.Bf8 Bxb6[Pc1=Q](=B?)# b) 1.Sxa4[Rg8] Be3 2.Re7 Rxg4[Ph1=S](=R?)# The Pb5 *is* intended. **6** 1.Kd5 G2d4 2.Be5 Gc4 3.cxd4 Gxd3# & 1.Ke5 G2f5 2.Rd5 Gg6 3.exf5 Gh8# Thematic use of what seem to be battery lines, with delayed captures.

7.



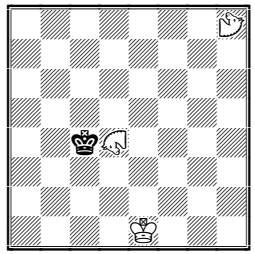
h#3 b) ♟ e2>h2
T&M + PWC

8.



a) h#4½ PWC
b) h#3½ T&M+PWC
2 solutions in each

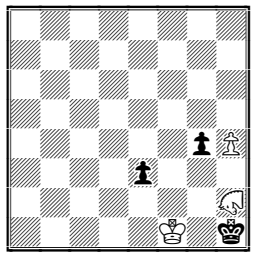
9.



ser-h#7 T&M + PWC
squirrel camel
b) h8=>camelrider

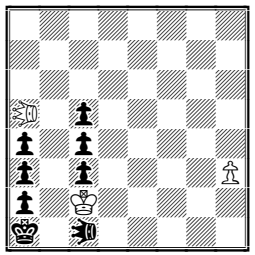
7 a)1.nPe1=nB nBf2 2.Kxf2-d4[nBf1] nBc4 3.nPxc4-f1=nQ[nBb5]+ nBxf1-a1[nQb5]# b) 1.nPh1=nB+ Kg3 2.nBc6 nPxc6-e8=nR[nBb5]+ 3.nBxe8-e5[nRb5]+ nRxe5-a1 [nBb5]# Not the expected AUW; instead reciprocal captures and related square effects. **8** a) 1...nPe7 2.Kxe7[nPe8=nS] Kh6 3.Kxe8[nSe7] nSxg6[nPe7] 4.Kf7 nSf8 5.Kg8 nPxf8=nR[nSe7]# & 1...nPg7 2.Ke7 Kxg7[nPh7] 3.Kxe6[nPe7] Kh6 4.Kf6 nPe8=nQ 5.nQd7 nPh8=nB# b) 1...Kxg6-g5[nPh7] 2.Ke7 nPh8=nS 3.Kf8 Kf6 4.nSf7 nPxf7-h8 =nR[nSe6]# & 1...nPe7 2.Kd7 nPe8=nQ+ 3.Kxe8-e5[nQd7]+ Kxg6-g5 [nPh7] 4.nQc6 nPh8=nB# Double neutral AUW, with different mates. **9** a) 1.Kd5 2.Kxd4-e6 [SQd5] 3.Kxd5-f7[SQe6] 4.Kxe6-g7[SQf7] 5.Kxh8-e7[CAg7] 6.Ke8 7.Kxf7-h8[SQe8] SQf6# b) 1.Kxd4-f6[SQc4] 2.Kg7 3.Kxh8-g5[CRg7] 4.Kg6 5.Kxg7-h4[CRg6] 6.Kh5 7.Kxg6-a8[CRh5] SQc6# Paradoxical twinning. Surely a CR can move like a CA??

10.



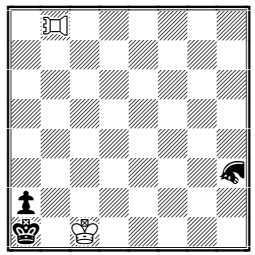
ser-h#12* T&M + PWC
maorider

11.



ser-h#32 PWC
sparrow

12. ser-h#110 PWC



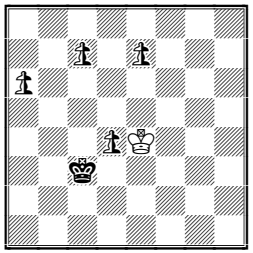
wazir flamingo
b) h3>g2

10 Set:1...AOxg4-g3[Ph2]# Solution:1.g3 2.Kxh2-g4[AOh1] 5.Kxh1-d3[AOh2] 6.Ke4 7.Kf4 8.gxh2-f6[AOg3] 11.Kh2 12.Kxg3-h1[AOh2] AOxf6-f5[Ph2]# Linear #-shift. **11** 1-4.SW-b3-b4-b5xa5[SWb5] 5-7. SW-b3-b4xb5[SWb4] 8-18.SW-b6-c6-d6-d5-d4-d3-g2 -d1-c1-b3xb4 [SWb3] 19-29.SW-b5-b6-c6-d6-d5-d4-d3-g2-d1-c1xb3[SWc1] 30 -32. SW-b4-b5-a5 SWb1# Circuits ending in a black/white sparrow place-exchange, the three final moves making a hideaway. **12** For the solution please see page 4.

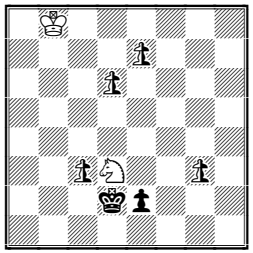
CouscousCirce: problems 1-23 are seriesmate in 4 , but 24 is a h#2!

CP = Cornel Pacurar; GF = Geoff Foster. For solutions see the next page.

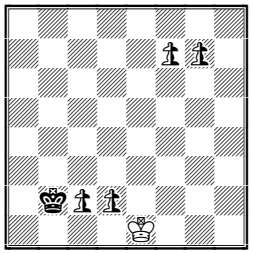
F28b/1. GF Sbrq



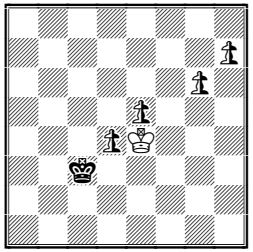
F28b/2. CP Srbq



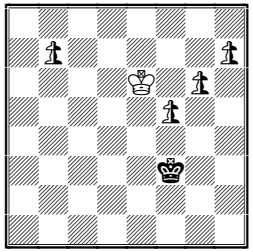
F28b/3. GF sRBq



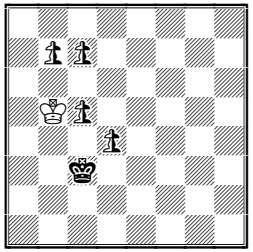
F28b/4. GF Srbq



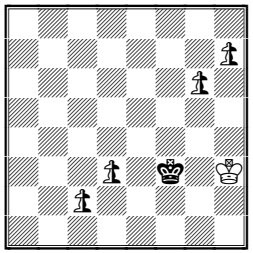
F28b/5. GF Srqb



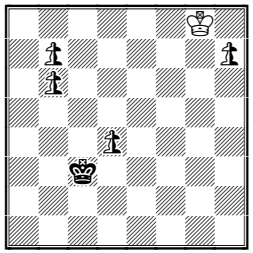
F28b/6. GF sRQb



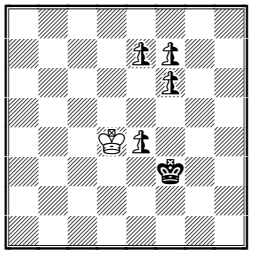
F28b/7. GF Sqrb



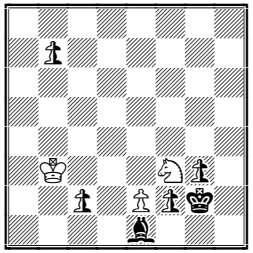
F28b/8. GF sQrb



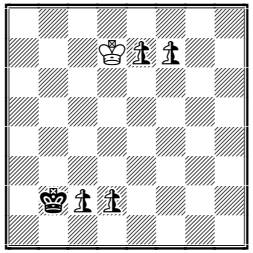
F28b/9. GF BSrq



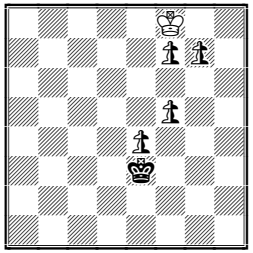
F28b/10. CP Brsq



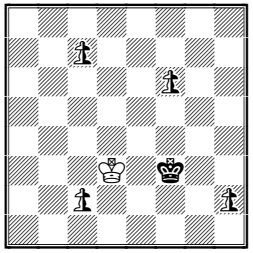
F28b/11. GF brsq



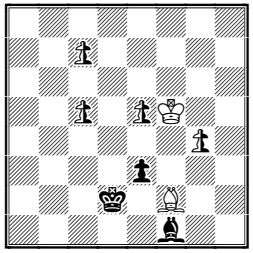
F28b/12. GF bRqs



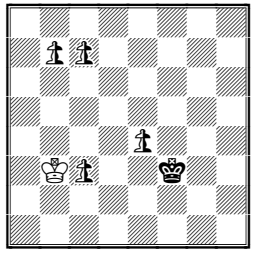
F28b/13. GF Rsqb



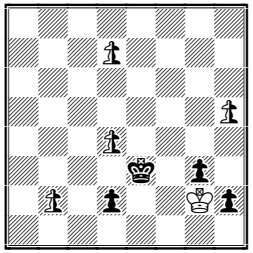
F28b/14. CP Rbsq



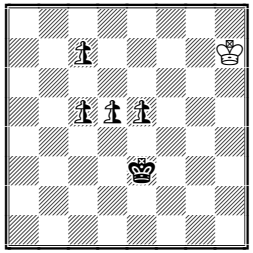
F28b/15. GF rQSb



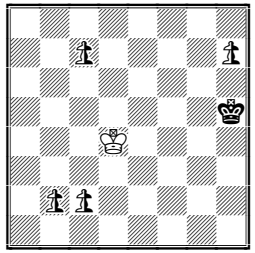
F28b/16. CP Rqbs



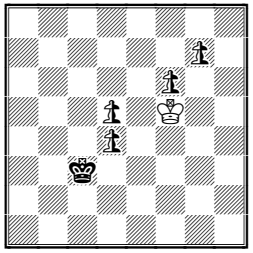
F28b/17. GF Rqbs



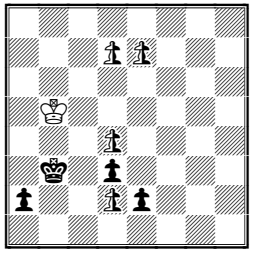
F28b/18. GF Qsrb



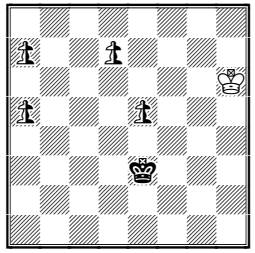
F28b/19. GF Qsrb



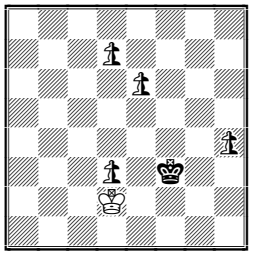
F28b/20. CP Qrbs



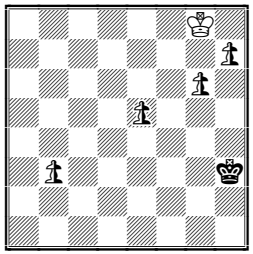
F28b/21. GF Qrbs



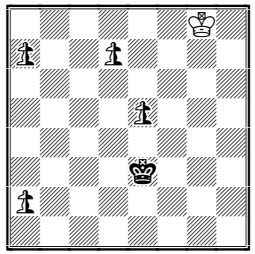
F28b/22. GF Qsrb



F28b/23. GF Srbq



F28b/24. GF rqBs



h#2

Fairings 28b Solutions

Some of these problems improve the economy of those in F27b; some are interesting variations. Many thanks to Cornel and Geoff for their work!

F28b/1 Geoff Foster
1.nPe8=nS 2.nSxc7[nPg1=nB] 3.nSxa6[nPb1=nR] 4.nBxd4[nPc1=nQ]#
Saving a S by comparison with F27b/1.
F28b/2 Cornel Pacurar
1.nPe8=nS 2.nSxd6[nPg1=nR] 3.nRxg3[nPa1=nB] 4.nBxc3[nPc1=nQ]#
This saves a B by comparison with F27b/3.
F28b/3 Geoff Foster
1.Kxd2[nPe1=nS] 2.nPf8=nR 3.nPxf8=nB[nRc1] 4.nSxc2[nPb1=nQ]#
Very neat, but it is a pity that the WK is initially in check.
F28b/4 Geoff Foster
1.nPh8=nS 2.nSxg6[nPb1=nR] 3.nSxe5[nPg1=nB] 4.nBxd4[nPc1=nQ]#
An attractive initial position.
F28b/5 Geoff Foster
1.nPh8=nS 2.nSxg6[nPb1=nR] 3.Kxf5[nPe1=nQ] 4.nRxb7[nPh1=nB]#
Not strictly an improvement, but another very nice diagram!
F28b/6 Geoff Foster
1.Kxc5[nPe1=nS] 2.nPb8=nR 3.nPxb8=nQ[nRd1] 4.nRxd4[nPa1=nB]#
One of the most unusual examples; a quite different sequence from F27b/5.
F28b/7 Geoff Foster
1.nPh8=nS 2.nSxg6[nPb1=nQ] 3.nQxc2[nPd1=nR] 4.nRxd3[nPh1=nB]#
A different sequence from F27b/6.
F28b/8 Geoff Foster
1.Kxh7[nPe1=nS] 2.nPb8=nQ 3.nQxb6[nPd1=nR] 4.nRxd4[nPa1=nB]#
Another one to compare with F27b/6.
F28b/9 Geoff Foster
1.nPe8=nB 2.nPxe8=nS[nBb1] 3.nSxf6[nPg1=nR] 4.nBxe4[nPf1=nQ]#
The second-move capture makes the sequence unusual.
F28b/10 Cornel Pacurar
1.nPb8=nB 2.nBxg3[nPc1=nR] 3.nRxc2[nPh1=nS] 4.nSxf2[nPg1=nQ]#
An improvement on F27b/9.
F28b/11 Geoff Foster
1.Kxe7[nPe1=nB] 2.nBxd2[nPc1=nR] 3.Kxf7[nPe1=nS] 4.nSxc2[nPb1=nQ]#
Quite different from F27b/9 and three units lighter. This is perhaps the best of all these examples, with its elegant position and double WK play.
F28b/12 Geoff Foster
1.Kxg7[nPe1=nB] 2.nPf8=nR 3.nRxf5[nPh1=nQ] 4.nQxe4[nPd1=nS]#
Another sequence with interesting participation by the WK.
F28b/13 Geoff Foster
1.nPc8=nR 2.nRxc2[nPh1=nS] 3.nRxh2[nPa1=nQ] 4.nQxf6[nPd1=nB]#
Attractive long moves.
F28b/14 Cornel Pacurar
1.nPc8=nR 2.nRxc5[nPa1=nB] 3.nBxe5[nPc1=nS] 4.Kxg4[nPe1=nQ]#
Improves on F27b/15.
F28b/15 Geoff Foster
1.Kxc3[nPe1=nR] 2.nPb8=nQ 3.nPxb8=nS[nQg1] 4.nRxe4[nPh1=nB]#
Contrast F27b/17. Ending with the two lesser promotions can be tricky**.**
F28b/16 Cornel Pacurar
1.nPd8=nR 2.nRxd4[nPa1=nQ] 3.nQxb2[nPd1=nB] 4.nBxh5[nPf1=nS]#
Saves a P by comparison with F27b/18; good use of the WK.
F28b/17 Geoff Foster
1. 1.nPc8=nR 2.nRxc5[nPa1=nQ] 3.nRxd5[nPh1=nB] 4.nQxe5[nPd1=nS]#
Quite a contrast with F27b/18!
F28b/18 Geoff Foster
1.nPc8=nQ 2.nQxc2[nPd1=nS] 3.nSxb2[nPg1=nR] 4.nQxh7[nPd1=nB]#
Lighter by a S than F27b/20.
F28b/19 Geoff Foster
1.nPg8=nQ 2.Kxf6[nPe1=nS] 3.nQxd5[nPd1=nR] 4.nRxd4[nPa1=nB]#
Interesting forcing of the move order.
F28b/20 Cornel Pacurar
1.nPd8=nQ 2.nQxe7[nPd1=nR] 3.nRxd2[nPa1=nB] 4.nBxd4[nPc1=nS]#
Based on F27b/24: better positioning of the kings saves a S.
F28b/21 Geoff Foster
1.nPa8=nQ 2.nQxa5[nPd1=nR] 3.nRxd7[nPh1=nB] 4.nQxe5[nPd1=nS]#
Another vast improvement over my setting**.**
F28b/22 Geoff Foster
1.nPd8=nQ 2.nQxh4[nPd1=nS] 3.Kxd3[nPe1=nR] 4.nRxe6[nPh1=nB]#
The nPh4 could be omitted! It's contentious, but the uniqueness of the S-promotion is very interesting. Similarly with the B-promotion in the next one.
F28b/23 Geoff Foster
1.nPh8=nS 2.nSxg6[nPb1=nR] 3.nSxe5[nPg1=nB] 4.nRxb3[nPh1=nQ]#

Readers may remember that among the 6-unit Couscous/nAUW **h#2** examples (see *Fairings* 8 & 9) the only missing sequence was RQBS. The nearest was my 7-unit **rqbs** setting (Kd7 / Ke3 Pe6 / nPs e2 e4 g2 g4) with an extra BP. Now Geoff has gone one better with the following, in perfect economy and with a splendid mirror mate, thus finally completing the set!
F28b/24 Geoff Foster h#2
1.nPa1=nR nRxa7[nPa1=nQ] 2.nRxd7[nPa8=nB] nQxe5[nPd1=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.

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.

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.

Madrasi: 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. The paralysis may be removed, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.

Isardam: A kind of reversal of Madrasi. Any move creating a Madrasi-style paralysis is illegal. Thus a check may be countered by guarding the king using a unit of the same type as the checking piece. Also, if a piece stands between two line pieces which would otherwise paralyse each other, that piece may not move off the line.

Take&Make (T&M): Every capturing move consists of two steps. The capturing step ("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.

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.

Pieces:

Wazir W: a (0,1/1,0)-leaper, e.g. a1-a2 or a1-b1.
Flamingo F: a (1,6/6,1)-leaper, e.g. a1>b7 or a1>g2.
Squirrel SQ: a combined (0,2/2,0)- + (2,2)- + (1,2/2,1)-leaper (i.e. dabbaba + alfil + knight), e.g. a1>a3, c1, c3, b3 or c2.
Camel CA: a (1,3/3,1)-leaper, e.g. a1>b4 or a1>d2.

Camelrider CR: a rider along any straight line of CA moves.

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

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.
Grasshopper-2 G2: As G, but hopping 2 squares past the hurdle.

Sparrow SW: a grasshopper which pivots 135º (to either side) at the hurdle, e.g. SWc1 over hurdle c2 to b1 or d1.

Leo LE / Pao PA ("Chinese pieces"): Move as Q/R respectively, but capture by hopping over a hurdle to take an opposing unit on *any* square beyond.

Mao MA: ("Chinese knight") Moves as a knight, but the orthogonal square intervening between its points of departure and arrival must be vacant (e.g. MAa1-c2 requires b1 to be vacant; MAc2-a1 requires b2 to be vacant).

Maorider AO: a rider along any straight line of MA moves.

Solution to original nº **12**
a) 1.-22.F-b4-h5-b6-h7xb8[Wh7]-c2-d8-e2-f8-g2-a3-g4-a5-g6-a7-g8-f2-e8-d2-c8-b2-h3, then this circuit is repeated 4x more with 26.Fxh7[Wb6] 47.Fxb6[Wh5] 68.Fxh5 [Wb4] 89.Fxb4[Wh3] and 110.Fxh3[Wb2] for Wb1#
b) 1.-22. F-f8-e2-d8-c2xb8 [Wc2]-h7-b6-h5-b4-h3-b2-c8-d2-e8-f2-g8-a7-g6-a5-g4-a3-g2, then this circuit is repeated 4x more with 26.Fxc2[Wd8] 47.Fxd8[We2] 68.Fxe2 [Wf8] 89.Fxf8[Wg2] and 110.Fxg2 [Wa3] for Wxa2[bPa3]#
Two different round trips, five times each, with different PWC-specific mates.

All the problems in *Fairings* 28 were tested using Popeye.
