FAIRINGS…   Nº 47: February 2016
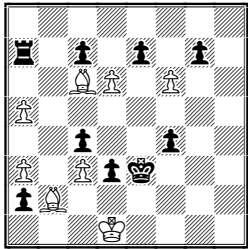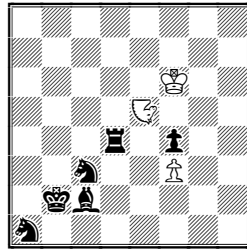
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Distribution: stephen.emmerson@ntlworld.com .

Not the usual kind of *Fairings* issue! I have had few composing ideas recently and am also engaged on a large project, about which perhaps more next time. Nevertheless several friends have helped provide some variety (thank you!). Series problems predominate, however.   Best wishes to all.
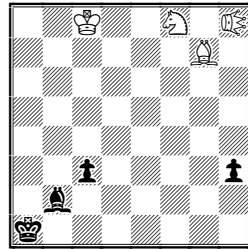
1. F45/3 ver. **S.Luce**   **2. P.Tritten** after F43/1   **3. J.E.Driver** *FS* 1969

h#2   4 solutions   h#2   2 sols   nightrider♘   h#3
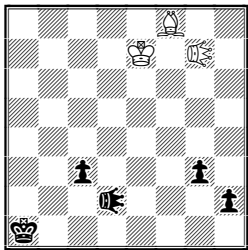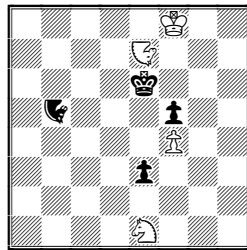Couscous antiCirce   Couscous antiCirce   doublegrasshopper ♟

1 1.a1=S Bxa1-b8 2.Rxa5-a2 Ba7#, 1.a1=Q+ Bxa1-d8 2.cxd6-d2 Bb6#, 1.a1=B Bxa1-f8 2.exd6-d2 Bc5# & 1.a1=R+ Bxa1-h8 2.gxf6-f2 Bd4#A lighter position with better use of the white king. The Pg7 could replace the Pf6 but then one B2 move is no longer a capture.   **2** 1.Be4 fxe4-c8=Q 2.Sd1 Qc2#, 1.Se4+ fxe4-g8=Q 2.Rd1 Qb3# & 1.Re4 fxe4-a8=Q 2.Bd1 Qa2# The use of the N works wonders – an amazingly neat setting, with only 3+6 units.   **3** 1.Ba3 Bh6 2.Bxf8 Bc1 3.Bg7 Bb2# An amusing place interchange by my old friend, but for modern taste the DG is too passive in this very early example. See the next problem. The full source for **3** is *FEENSCHACH* 1969.
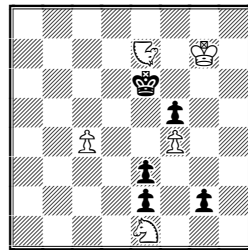
4. K.Wenda (cf. **3**)   **5.** CJF *feenschach* 1971   **6. 5**, ver. **H.P.Rehm**

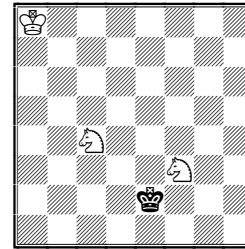h#3½   doubleG ♟♞   ser-h#13   nightrider♘♞   ser-h#14   nightrider ♘

4 1...Kd6 2.DGh7 Kc7 3.h1=DG Ba3 4.DGf6 Bb2# Composed on seeing **3**, but clearly an independent problem. Richer DG effects and striking WK play.   **5** 1.Nh8 2.Nxf4
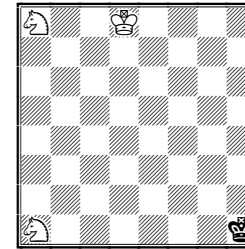
3.Ke5 4.Nd8 5.Kf4 6.Kg3 7.Kh2 8.f4 11.f1=B 12.Bh3 13.Ng2 Sf3# See next problem.
6 1.g1=N 2.Nh3 3.Nxf4 then as in **5**. Now the attempt 1.g1=S? highlights the need for the striking retreat Nf4-d8. Besten Dank, Pit! Promotion to N was what I wanted, but 45 years ago trying to test that without computer aid was just too time-consuming.
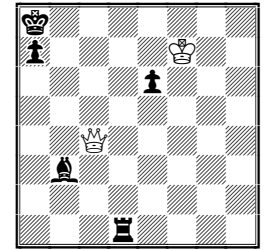
7. G. Foster   **8. G. Foster**   **9.** CJF

ser-h#14   2 sols   PWC   ser-h#37   PWC +   ser-h#12*   ABC
+ SymmetryantiCirce   SymmetryantiCirce   b) ♟b3>b8
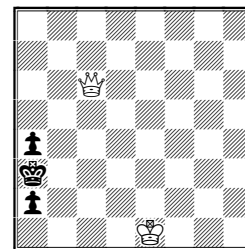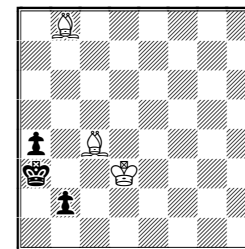
7 In Geoff's two problems the travelling piece-shuffles ("truffles"!) characteristic of PWC are made even more dynamic by SymmaC. The intensity of captures in two solutions make **7** a notable achievement. 1.Kxf3-c6[Se2] 2.Kd5 3.Kxc4-f5[Sd5] 4.Ke4 5.Kd3 6.Kxe2-d7[Sd3] 7.Kc6 8.Kb5 9.Kc4 10.Kxd3-e6[Sc4] 11.Kd7 12.Kc6 13.Kb5 14.Ka6 Sc7# & 1.Kd3 2.Ke4 3.Kxf3-c6[Se4] 4.Kb5 5.Kxc4-f5[Sb5] 6.Kxe4-d5[Sf5] 7.Ke6 8.Kxf5-c4[Se6] 9.Kxb5-g4[Sc4] 10.Kf5 11.Kf6 12.Ke7 13.Kd7 14.Kc8 Sb6#
8 1.Kg2 2.Kf3 3.Ke4 4.Kd5 5.Kc6 6.Kb7 7.Kxa8-h1[Sb7] 8.Kg2 9.Kf3 10.Ke4 11.Kd5 12.Kc6 13.Kxb7-g2[Sc6] 14.Kf3 15.Ke4 16.Kd5 17.Kxc6-f3[Sd5] 18.Ke4 19.Ke5 20.Kxd5-e4[Se5] 21.Kf5 22.Kf6 23.Kxe5-d4[Sf6] 24.Kc3 25.Kb2 26.Kxa1-h8[Sb2] 27.Kg7 28.Kg6 29.Kxf6-c3[Sg6] 30.Kxb2-g7[Sc3] 31.Kh6 32.Kxg6-b3[Sh6] 33.Kc4 34.Kd4 35.Kxc3-f6[Sd4] 36.Kg7 37.Kf8 Se6# A splendid diagram and a fascinating long sequence making good use of the diagonals.   **9** The start of a set of ABC problems which, unusually, have set mates. a) Set: 1...Qc8# Sol.: 5.a1=R 6.Rb1 7.Kb7 8.Ra1 9.Ra8 10.Rb8 11.Bc2 12.Ka8 Qa6# b) Set: 1...Qc6# Sol.: 5.a1=B 6.Bb2 7.Kb7 8.Ba3 9.Bc5 10.Kc6 11.Bc7 12.Kd6 Qxe6# Four different queen mates.
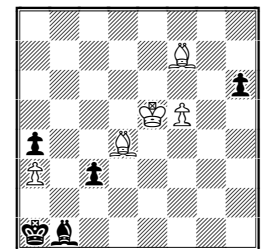
10. CJF   **11.** CJF   **12.** CJF

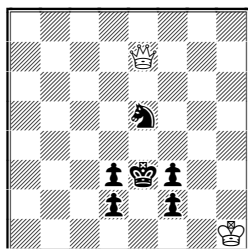ser-h#16*   ABC   ser-h#18*   ABC   2 sols   ser-h#18*   ABC

10 Set: 1...Qc3# Sol.:1.a1=B 2.Bb2 3.Ka2 4.Kb1 5.a3 6.a2 7.a1=R 8.Ra4 9.Rc4 10.Kc2 11.Bc1 12.Bf4 13.Kd3 14.Rd4 15.Ke3 16.Re4 Qc3# **11** Set: 1...Bd6# Sols: 1.Kb4 4.a1=S 5.Sc2 6.b1=B 7.Ba2 8.Bb3 9.Ba4 10.Be8 11.Kc5 12.Sd4 13.Kc6 14.Kd7 15.Se6 16.Ke7 17.Sg7 18.Kf8 Bd6# & 1.Kb4 4.a1=B 5.b1=R 6.Bc3 7.Re1 8.Ka3 9.Kb2 10.Kc1 11.Kd1 12.Ba5 13.Bc7 14.Bxb8 15.Ba7 16.Bc5 17.Ba3 18.Bc1 Bb3# ABC does not lend itself easily to multisolution form. **12** Set: 1...Bxc3# Sol.:1.Kb2 2.Ba2 3.Be6 4.Kb3 5.Kc4 6.c2 7.c1=Q 8.Qh1 9.Kb5 10.Kc6 11.Kd7 12.Ke7 13.Bxf5 14.Kf8 15.Bh7 16.Kg7 17.Kh8 18.Qd5+ Kxd5# Compare with **14**.

13.	CJF	**14.**	CJF	**15.**	CJF

ser-h#19*   ABC   ser-h#20*   ABC   ser-h#27*   ABC

13 Set: 1...Qxe5# Sol.: 1.d1=B 2.Bb3 3.Bg8 4.d2 5.d1=B 6.Bc2 7.Bf5 8.Kf4 9.Sf7 10.f1=B 11.Bh3 12.f2 13.f1=B 14.Be2 15.Bh5 16.Kg3 17.Bg4 18.Sg5 19.Kh4 Qe1# The idea was to make the mating move hard to see. **14** Set: 1...e5 # Sol.:1.Bd4 2.Kb7 3.Kc6 4.Bh2 5.Kd6 6.Bg7 7.Ke5 8.Kf4 9.Ke3 10.Kf2 11.Kg1 12.Kh1 13.Bxc3 14.Bd4 15.c3 16.c2 17.c1=Q 18.Qf1 19.Bg1 20.Qe1+ g3# Battery mates both ways; I prefer this to **12**. **15** Set: 1...Rg8# Sol.: 5.b1=B 6.Ba2 7.Be6 12.c1=S 13.Sd3 14.Kd8 15.Se1 20.d1=R 21.Rd7 22.Re7 23.Ke8 24.Sd3 25.Se5 26.Sf7 27.Bd7 Rg8#

16.	CJF	**17.**	CJF	**18.**	CJF

ser-h#26*   ABC   ser-h#19*   ABC   ser-h#13   b)⟐b5>c6
grasshopper ⟐   b) b1=>⟐   eagle ⟐   PWC+DiagramantiCirce
                           (2,5/5,2)-leaper ⟐   equihopper ⟐

16 Set: 1.Qc2# Sol.: 1.Gf6 2.Kb3 3.Gc3 4.Kc2 5.Kd3 6.Ge3 7.Ke2 8.Kf2 9.Kg1 10.Gd4 11.Gf2 12.Gb6 13.Gd4 14.Gf6 15.Gf1 16.Gh1 17.Kf1 18.Ke2 19.Kd3 20.Ke4 21.Kf4 22.Gf5 23.Kg4 24.Gh3 25.Kg3 26.Kh2 Qf2# Echo. **17** Set in both: 1...Qh8# Sols: a) 1.Kb2 2.25f4 3.EAc2 4.Kb3 5.Kc4 6.EAb4 7.EAf6 8.Kd4 9.Ke5 10.Kf5
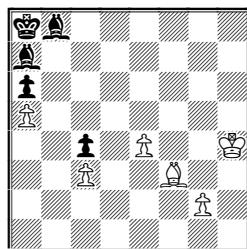
11.25a6 12.25f8 13.Kg6 14.EAg8 15.25h3 16.Kg7 17.Kh8 18.25c5 19.25h7 Qa1# b) 1.Kb2 2.25c7 3.25d6 4.Kc3 5.Kd4 6.25h5 7.Ke5 8.25f1 9.Kf5 10.25a3 11.25c8 12.25e3 13.25g8 14.Kg6 15.Kg7 16.Kh8 17.25c7 18.25e2 19.25g7 Qh1# Four corners play is a curious idea in ABC, where the corners are far from equal. **18** Finally a little respite from ABC. a) 1.Kd7 2.Ke7 3.Kxf7-c8[Be7] 4.Kd7 5.Ke8 6.Kxe7-c8[Be8] 7.Kc7 8.Kxd8-c8[Sc7] 9.Kd8 10.Kxe8-c8[Bd8] 11.Kb7 12.Kb6 13.Kxc7-c8[Sb6] Bc7# b) 1.Kd7 2.Ke7 3.Kxf7-c8[Be7] 4.Kd7 5.Ke8 6.Kxd8-c8[Se8] 7.Kd7 8.Ke6 9.Kf7 10.Kxe8-c8[Sf7] 11.Kd7 12.Ke8 13.Kf8 Sd6# Reciprocal B/S and S/B mating "batteries", but the technical equihopper and the repeated introductory moves are flaws. Can someone do better?
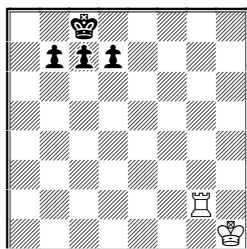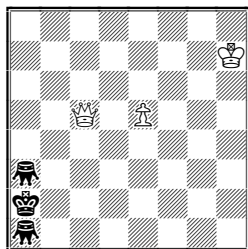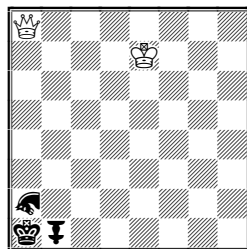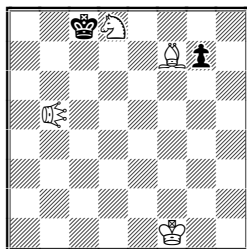
Definitions

Problem types:

Helpmate (h#): Black plays first and helps White to mate him in the stated number of moves, unless that number ends in "½", when it is White who starts.

Serieshelpmate (ser-h# or sh#): Without moving into check, Black plays the stated number of helpful moves while White remains still; then White mates in one. Black may check only on the last move.

Set-mate problems (*) : Problems marked thus have a mate in one which could be played if it were the other side's turn. However all moves available to the side whose turn it is to play prevent that set mate.

Conditions:

Circe (its rebirth squares are used in several other conditions): A captured unit is reborn on its game array square. 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. If the rebirth square is occupied the capture is normal.

antiCirce (a basis for several conditions): After a capture the capturing piece (Ks included) must immediately be removed to its Circe rebirth square (see above). This square must be vacant, else the capture is illegal. [In the default Calvet subtype just described a piece may capture on its own rebirth square; in the alternative Cheylan subtype such captures are not allowed.]

Couscous antiCirce: As antiCirce except that the rebirth square for the capturing unit is the Circe rebirth square of the unit which it captures. Pawns reborn on promotion squares are promoted instantly, at the choice of the capturer.

SymmetryantiCirce: As antiCirce except that the rebirth square for the capturing unit is the one which lies at an equal distance (in a straight line) beyond the board's midpoint. Thus a capture on c4 produces a rebirth on f5.

Diagram antiCirce: As antiCirce except that the rebirth square for the capturing unit is the one where it stands in the diagram.

PWC (PlatzWechselCirce): Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their firstt rank have no moving or checking power until reactivated by capture, while those appearing on their eighth rank are promoted instantly, at the choice of the capturing side.

ABC (Alphabetical Chess): The squares are considered in the order a1, a2...a8, b1...b8, c1 and so on to h8. The player whose turn it is may move only his unit standing on the square which comes earliest in this order. However check and mate are normal.

Piece characteristics:

Leaper: Moves directly to its predefined arrival square, regardless of all other units. Knights are (1,2/2,1)-leapers.

Rider: Makes as many predefined (m,n)-leaps as desired, in the same direction and so long as the line remains clear. A bishop is a (1,1)-rider.

Hopper: Hops on a predefined line over any one unit (the hurdle) to a square beyond; this arrival square is the next one beyond the hurdle unless otherwise specified. The line to the hurdle must be clear.

Unorthodox pieces:

Grasshopper G: Hops on Q-lines over any one unit (the hurdle) to the next square beyond.

Double Grasshopper DG: Its move consists of two consecutive grasshopper-hops (the first necessarily to an empty square), changing direction if desired. Null moves (back to the same square) are not allowed.

Nightrider N: A (1,2/2,1)-rider (see above). Thus it uses any straight line of S leaps. Examples: Na1 to b3, c5, d7, c2, e3 or g4.

(2,5/5,2)-leaper 25: Moves directly to squares at the distance specified, e.g. 25a1 to c6 or f3.

Eagle EA: A grasshopper (see above) which pivots 90º (to either side) at the hurdle, e.g. EAa1 over a hurdle on d4 to c5/e3, or over a hurdle on a7 to b7.

Equihopper EQ: Whether moving or capturing, the EQ hops on *any* straight line to an equal distance beyond any one unit (the hurdle). Thus e.g. EQa1 over a hurdle on d3 to g5. Interference is possible on the line, thus e.g. EQa1 over a hurdle on c1 to e1 requires b1 and d1 to be vacant.

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