

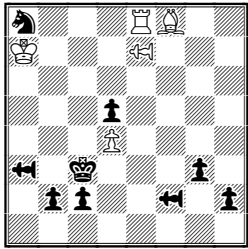
# FAIRINGS...

## N° 52: January 2017

by Chris.Feather, Holly Tree Cottage, Yarwell Road, Wansford, Cambs., PE8 6PL, England  
Distribution: [stephen.emmerson@ntlworld.com](mailto:stephen.emmerson@ntlworld.com).

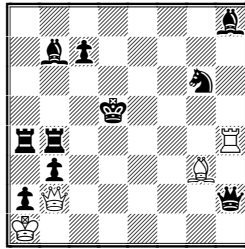
Please see *Some notes on the problems* below. Best wishes to all.

1.



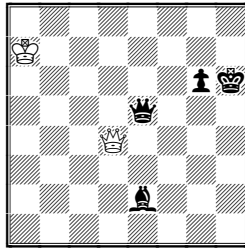
h#2 b) ♔d3 friend↔↔ h#2 2 sols Ghost Chess h#3 2 solutions ABC

2.

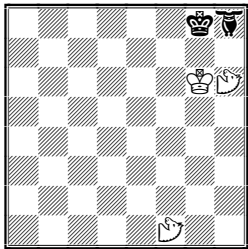


1 a) 1.h1=S Rb8 2. Fd3 Fb4# b) 1.b1=S Bh6 2.Fc4 Fe3# Tested by Alybadix, as there seems to be some anomaly using Popeye. 2 1.Qxg3 Qe5+ 2.Kxe5 Rh5# (3.Qg5?) & 1.Qxh4 Qd4+2.Kxd4 Bf2# (3.Qxf2?) Unusual pinmates. 3 1.Bf1 Ka8 2.Qc7 Qa4 3.Qg7 Qh4# & 1.Bf3 Ka6 2.Qc5 Qa1 3.Qg5 Qh8# Queen shuffles.

3.

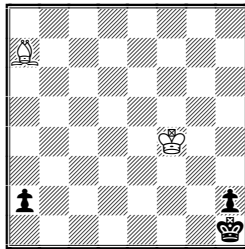


4.



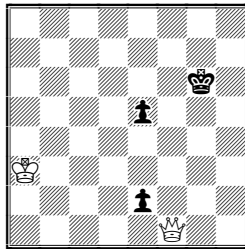
ser-h#9 PWC b)180°  
B/R-hunter ♛ antelope ♞

5. Sébastien Luce



ser-h#11  
PWC + ABC

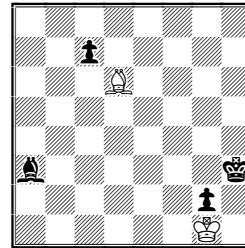
6.



ser-h#11 b) - ♗e5  
PWC + ABC

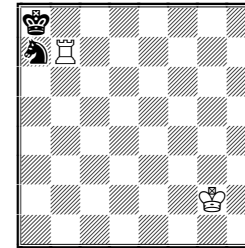
4 a) 1.B/Rf6 2.B/Rf8 3.B/Rxh6[ANf8] 4.B/Rc1 5.B/Rc4 6.B/Rxf1[ANc4] 7.B/Rxf8 [ANf1] 8.B/Rh6 9.B/Rh8 ANc5# b) 1.B/Ra2 2.B/Rxa3[ANA2] 3.B/Rc1 4.B/Rc2 5.B/Rxc8[ANc2] 6.B/Rf5 7.B/Rxc2[ANf5] 8.B/Rc3 9.B/Ra1 ANe5# Two circuits by the black hunter. 5 1.a1=B 2.Bd4 3.Bg1 4.Bxa7[Bg1] 5.Bf2 6.Bh4 7.Kg2 8.Kh3 9.hxg1=S[Bh2] 10.Sf3 11.Sxh2[Bf3] Bg2# Surprising elements here are the black king's step out of the corner and the promotion and return by the already-blocking h-pawn. 6 a) 1.e1=Q 2.Qh4 6.exf1=Q[Qe2] 7.Qh1 8.Kh7 9.Qg2 10.Qxe2[Qg2] 11.Qc2 Qg7# b) 1.exf1=B[Qe2] 2.Bxe2[Qf1] 3.Bc4 4.Bxf1[Qc4] 5.Bd3 6.Bb1 7.Ba2 8.Bxc4[Qa2] 9.Bg8 10.Kg7 11.Kf8 Qf7#

7.



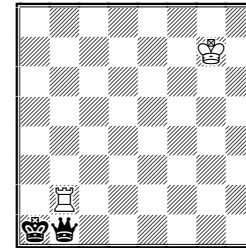
ser-h#14 b) d6=>♞  
EquipollentCirce+ABC

8.



ser-h#16\*  
EquipollentCirce+ABC

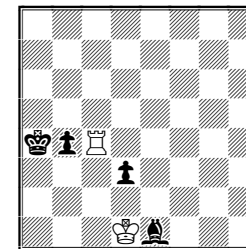
9.



ser-h#17\*  
PWC + ABC

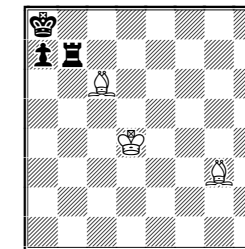
7 a) 1.Bb2 2.Bg7 3.cxd6[Be5] 4.dxe5[Bf4] 8.e1=S 9.Sd3 10.Sxf4[Bh5] 11.Sg6 12.Sh4 13.Be5 14.Bg3 Bg4# b) 1.Bb4 2.Be1 3.cxd6[Se5] 8.d1=R 9.Rd6 10.Re6 11.Bh4 12.Rxe5[Se4] 13.Rg5 14.Rg3 Sf2# The g2 pawn is annoyingly necessary! 8 Set: 1...Rb8# Solution: 1.Sb5 2.Kxb7[Rc6] 3.Sc3 4.Kxc6[Rd5] 5.Sxd5[Re7] 6.Kd6 7.Sc7 8.Se6 9.Ke5 10.Kf6 11.Sd8 12.Sf7 13.Kg7 14.Kh8 15.Sh6 16.Sg8 Rh7# A horizontal corner-to-corner shift. 9 Set: 1...Ra2# Solution: 1.Kxb2[Ra1] 2.Qa2 3.Qa6 4.Qxa1[Ra6] 5.Qa5 6.Qb6 7.Kb3 8.Kb4 9.Kb5 10.Kc6 11.Kb7 12.Qa7 13.Qa8 14.Qxa6[Ra8] 15.Qa7 16.Qb8 17.Kxa8[Rb7] Ra7# A vertical corner-to-corner shift.

10.



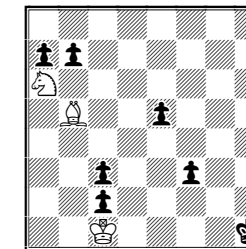
ser-h#19 2 solutions  
PWC + ABC

11.



ser-h#22\*  
PWC + ABC

12.



1->ser-h#27  
EquipollentCirce+ABC

10 1.Kb3 2.Kxc4[Rb3] 3.Kb5 4.Ka4 5.Kxb3[Ra4] 6.Kc4 7.Kd4 8.d2 9.Ke4 10.Bg3 11.Kf4 12.Kg4 13.Bf4 16.b1=B 17.Bg6 18.Kh5 19.Bg5 Rh4# & 1.Kb5 4.b1=S 5.Sd2 6.Kxc4[Rb5] 7.Kd4 8.Sc4 9.Se5 10.d2 11.Ke4 12.Bf2 13.Kf5 14.Be5 15.Bf8 16.Kg5 17.Bg7 18.Kh6 19.Sg6 Rh5# Both solutions show the king steering a straight course so as not to unpin a unit which would then have to move next. 11 Set: 1...Bxb7[Rc6]# Solution: 5. a1=R 6.Ra5 7.Re5 8.Kb8 9.Rg7 10.Kc7 11.Kd6 12.Ke6 13.Reg5 14.Kf5 15.Kg4 16.Kxg3[Bg4] 17.Kf4 18.Kg4[Bf4] 19.Kh3 20.Rg4 21.Rh4 22.R7g4 Bg2# How to protect the white king from check on the rank. 12 1.Sc5 then 1.a6 2.axb5 [Bc4] 3.bxc4[Bd3] 4.b6 5.bxc5[Sd4] 6.cxd3[Be2] 7.c4 8.dxe2[Bf1] 9.e1=B 10.Bg3 14.e1=B 15.Bf2 16.Bg1 17.f2 18.Bh2 19.Bb8 20.Ba7 21.Bxd4[Sg1] 22.Bg7 23.fxg1 =Q 24.Qg6 25.Qh7 26.Bd4 27.Bg1 Bg2# See the notes.

## Some notes on the problems

A Happy New Year to all readers, some of whom have been with me ever since the first issue of *Moultings* in October 1990! What of the future? The current plan at least is to produce a full set of six issues of *Fairings* in 2017, but mindful of Burns's mousie ("no thy lane" – i.e. not alone – "In proving foresight may be vain" \*), we must see how the year develops...

Series problems and ABC still predominate this time. I have been delighted with the favourable comments from readers on this type of problem (and an appropriate original contribution from my friend Sébastien – thank you!); I must confess that I now have a better opinion of the possibilities of ABC than when I first tried it in 2012.

Most of the problems this time are self-explanatory. Only 12 seems worth further commentary, because it is an example of some of the small-scale choices which composers have to make. The main idea was of course the square-colour-changing round trip by the a7 pawn/bishop, but the ABC-typical retreats to g7 and h7 are the kind of feature which one is always keen to incorporate. The introductory white move is included so that the otherwise passive knight has an active role, and the e-pawn is placed on e5 so as to obscure the g3-b8 line which is needed by the bishop – as explained last time, I still try to think of the solver even though he is probably now only a reader! The f-pawn must be on f3 for soundness.

\* Robert Burns: *To a mouse, on turning her up in her nest with the plough*, November 1785 ll.37-8.

## 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.

**Sereshelpmate (ser-h#):** 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. "1->ser-h#"

means that White must move once, then a normal serieshelpmate follows.

### Conditions:

**Ghost Chess:** Captured units remain latent (like ghosts); they reappear as soon as the square of their capture is vacated, after which they are no longer capturable.

**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 whichever of his units is standing on the square which comes earliest in this order. However check and mate are normal.

**PWC (PlatzWechselCirce):** Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their first 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.

**Equipollent Circe:** ["Equipollent" simply means "equivalent".] After a capture the captured piece is reborn on a square defined *with respect to the square where it stood before its capture*, as follows: The rebirth square lies in the same direction as that of the capturing move and at a distance equal to the length of that move. If the rebirth square is occupied or would be off the board the capture is normal.

### Pieces:

**Friend F:** This piece has no move of its own but borrows the power of any and all pieces of the same colour which observe it; it may pass on that power to another friend.

**Hunter [X/Y]:** In the name "X/Y-hunter" two different pieces are indicated as X and Y. The hunter moves as the first-named piece when going towards the opponent (i.e. down the board for Black, up the board for White) and as the second piece when retreating (i.e. down the board for White, up the board for Black). Horizontal moves are not allowed.

**Antelope AN:** a (3,4/4,3)-leaper, thus a1 to d5 or e4.

~o~O~o~