

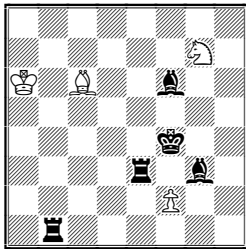
# FAIRINGS...

N° 54: May 2017

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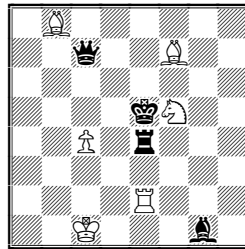
For explanations of the following chess problems please see the *Definitions* and *Notes on the problems* sections below. Best wishes to all, and many thanks to friends who sent greetings for my 70<sup>th</sup> birthday in March.

1.



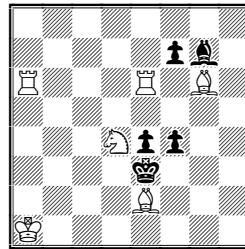
h#2 2 solutions  
T&M

2.



h#2 2 solutions  
Antipodean antiCirce

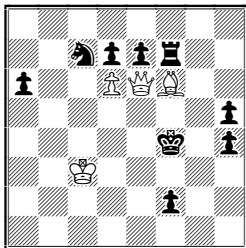
3.



h#2 2 solutions  
T&M

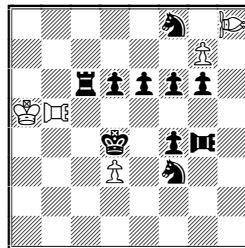
**1** 1.Rb5 Kxb5-c5 2.Ke5 fxg3-f4# & 1.Rh1 Bxh1-c1 2.Be5 fxe3-f3#. A condensed Albino (?). **2** 1.Bh2 Rxh2-d6 2.Qxf7-b3 Rb6# & 1.Ba7 Bxa7-e3 2.Rxc4-g8+ Bg5#. Pins to batteries, followed by capturing hideaways. **3** 1.fxg6-f5 Rh6 2.Kxe2-g4 Rag6# & 1.fxe6-f6 Bf7 2.Kxd4-f5 Ra5# A condensed Pickaninny (?).

4.



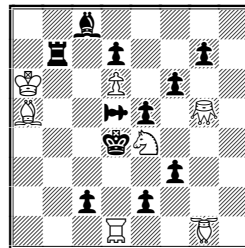
h#2 b) ♙ d6>g6  
Couscous antiCirce

5.



h#2 2 solutions  
B-/R-lion ♘ / ♙ ♚

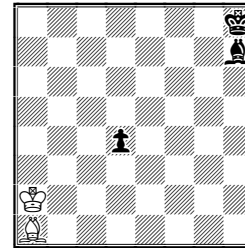
6.



h#2½ 2 solutions  
Q/R/B-hopper ♙ / ♘ / ♗  
berolina pawn ♞

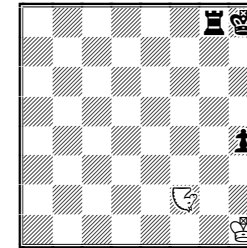
**4** a) 1.exf6-c1=S dxc7-b8=B+ 2.Kg5 Bf4# b) 1.dxe6-d1=R gx7-a8=Q 2.Se6 Qf3# A tricky 4-promotions example. **5** 1.Ke5 RLf5 2.gxf5 g8=BL# & 1.Kc5 RLd5 2.exd5 gxf8=BL#. Unusual BL promotions. **6** 1...Ge7 2.Ke3 Bhd4 3.BPxd4 Bd2# & 1...Gg8 2.Kd3 RHd4 3.Pxd4 Sf2# The idea depends on the diagonal/orthogonal correspondence provided by the Bpd5 and the Pe5. See the notes below.

7.



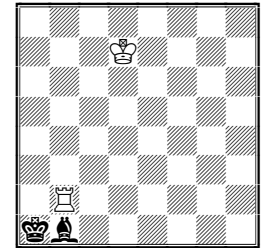
h#6 b) d4=>♚  
ABC

8.



h#6 2 solutions ABC  
nightrider ♞

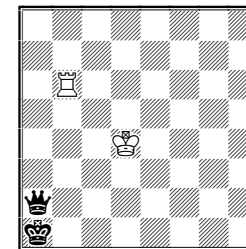
9.



ser-h#15\* PWC+ABC  
chameleon-♙b1

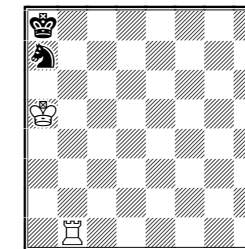
**7** a) 1.Bb1+ Kb3 2.Bc2+ Kc4 3.Bd3+ Kd5 4.Be4+ Ke6 5.Bf5+ Kf7 6.Bh7 Bxd4# b) 1.Bg8+ Kb2 2.Rg4 Kc3 3.Rg3+ Kd4 4.Rg4+ Ke5 5.Rg5+ Kf6 6.Rg6+ Kxg6# The WK needs the checks to allow him to move east. **8** 1.Rg1+ Kh2 2.Rg2+ Kh3 3.Rh2+ Kg4 4.Rg2+ Kh5 5.Rg5+ Kh6 6.Rg8 Nd6# & 1.Rg3 Nd6+ 2.Kg7 Nf5+ 3.Kf6 Nd6 4.Kg5 Nf7+ 5.Kg4 Nh6+ 6.Kh3 Nf2# A bicoloured theme: 6-step round trips by BR/WN, with persistent checks to enable WK/BK manoeuvres. **9** Set: 1...Ra2# Sol.: 1.Kxb2[Ra1] 2.cBa2=cR 3.cRa6=cQ 4.cQxa1=cS[Ra6] 5.cSb3=cB 6.Kc1 7.cBa2=cR 8.cRxa6 =cQ[Ra2] 9.cQe2=cS 10.Kd1 **13**.Kg2 14.Kh1 15.cSg1=cB Rh2# A double chameleon cycle with round trip and PWC-specific echo-mates.

10.



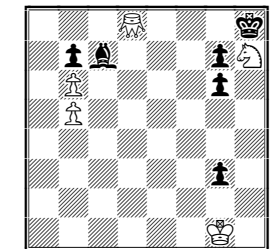
ser-h#16\* PWC+ABC  
chameleon-♙a2

11.



ser-h#21 PWC+ABC  
chameleon-♞a7

12.



ser-h#25 PWC+ABC  
Q-hopper ♞

**10** Set: 1...Rb1# Sol.: 1.cQa7=cS **5**.Ka5 6.Kxb6[Ra5] 7.cSb5=cB 8.cBa6=cR 9.cRa8 =cQ 10.cQxa5=cS[Ra8] 11.cSb3=cB 12.cBa2=cR 13.cRa7=cQ 14.cQb8=cS 15.Kb7 16.Kxa8[Rb7] Ra7# A surprising chameleon return to a2. **11** 11.cSb5=cB 2.Kb7 3.Kc6 4.cBc4=cR 5.cRd4=cQ 6.Kc5 **9**.Ke2 10.cQc3=cS 11.cSxb1=cB[Rc3] 12.cBe4=cR 13.Kf1 14.cRc4=cQ 15.cQxc3=cS[Rc4] 16.cSa2=cB 17.cBxc4=cR[Ra2] 18.cRg4=cQ **20**.Kh1 21.cQg1=cS Rh2# No set, but there are *three* chameleon cycles. **12** 1.Bxd8[Gc7] 2.Bg5 3.g2 4.Bf4 5.Bg3 6.Bxc7[Gg3] 7.Bd8 8.Bh4 9.g5 10.g4 11.g5 12.Kg7 13.Kg6 14.Kf5 15.Kf4 16.Kxg3[Gf4] 17.Kh3 18.g3 19.g4 20.Bd8 21.Bc7 22.Bxf4[Gc7] 23.Bg5 24.Bd8 25.Bxc7[Gd8] Sg5# Two near-self-stalemates to allow Black to manoeuvre, and two bishop round trips in opposite directions from/to c7.

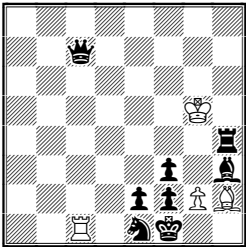
## Notes on the problems

More variety this time, with a smaller proportion of series problems. In settings such as **1** and **3**, I usually state that bishops on squares of the same colour are normal in T&M as a result of captures. Does this still need saying?

Problem 7 will meet with some disapproval, because the berolina pawn is thematic in only one solution. However I have long thought that we miss a good many diagonal/orthogonal correspondences by not admitting this piece as an *orthodox* supplement to the normal pawn. Incidentally the game of chess is refreshingly dynamic if played with berolina pawns instead of ordinary ones.

As often before it is a pleasure to include an original (**13**) by my Viennese friend Klaus. This problem steps a little outside our usual field of help-play but full explanations accompany the diagram (below).

### 13. Klaus Wenda



seriesselfmate in 11  
Circe

In the seriesselfmate it is White who plays the series of moves, after which Black is forced to mate him.

Here White occupies the three rebirth squares (c8, d8 & h8) so that the captures of the Qc7, Bh3 & Rh4 are permanent, enabling a Zugzwang position to be created after move 11.

### Solution:

**13** 1.Rd1 2.Rd8 3.Bxc7  
4.Rh8 5.Kxh4 6.Rc8  
7.Kxh3 8.Kh2 9.Kh1  
10.Bh2 11.Rc1 fxg2#.

This Circe problem is strongly thematic but has no rebirths (!), a feature which very much appeals to my sense of paradox.

## 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.

**Seriesselfmate (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.

The asterisk \* indicates the presence of a set mate in one which might be played if it were White's turn to move.

### Conditions:

**Take&Make (T&M):** Capturing moves consist of two steps. The capturing step ("take") must be complemented by a further step by the capturer ("make": not a capture), using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own first rank. (The lastmentioned rule is sometimes quite sensibly disregarded, but not in the present cases.) Captures on the promotion rank lead to promotions only if the pawn is on the promotion rank after the "make" step. Promotions at the end of the "make" step are normal.

**Circe (rebirth squares):** Captured units are reborn on their game array square. Rooks, bishops and knights go to the square of the same colour as the capture; pawns 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:** After a capture the capturing piece (kings included) must immediately be removed to its Circe rebirth square (see above). This square must be vacant, else the capture is illegal.

**Antipodean antiCirce:** As antiCirce but the rebirth square for the capturing piece is the one at a distance of 4,4 from the square where a unit is captured (its "antipodes"). For c5 the antipodes is g1, for e2 it is a6 and so on. This square must be vacant, else the capture is illegal. Pawns reborn on promotion squares promote immediately.

**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.

**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 1st rank have no moving or checking power until reactivated by capture; those appearing on their 8th are promoted instantly, at the choice of the capturer.

## Piece characteristics:

**Chameleon:** At the completion of every move, a piece with this characteristic changes type. The types form a cycle which may theoretically be predefined in any way but is usually taken to be the default option S-B-R-Q-S... , as it is here.

## Pieces:

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

**Rookhopper RH:** a grasshopper confined to R-lines.

**Bishopper BH:** a grasshopper confined to B-lines.

**Rook-lion RL:** a rookhopper (see above) which can move to *any* square beyond the hurdle.

**Bishop-lion BL:** a bishopper (see above) which can move to *any* square beyond the hurdle.

**Berolina Pawn BP:** a P which moves diagonally and captures straight ahead. Promotion is to the usual choice of normal pieces.

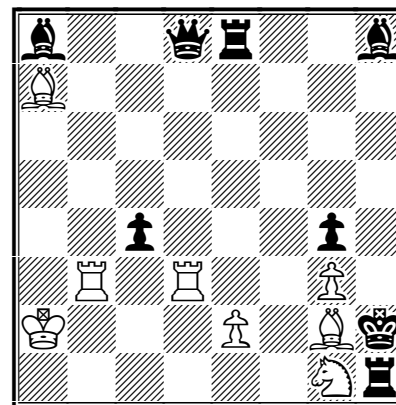
**Nightrider N:** a rider along any straight line of knight moves, thus Na1 to b3/c5/d7 or Na1 to c2/e3/g4, unless blocked by another unit on the line.



## Nostalgia Corner

The following orthodox problem was composed 40 years ago, in May 1977. Readers may initially wonder why I added the "unnecessary" pawn on c4, but it becomes obvious once you study the solution.

CJF *Schach-Echo* 1977



h#2 2 solutions

- 1.Rxe2+ Rb2 (Rd2?) 2.Re5 Be4#  
1.Bxg2 Rd2 (Rb2?) 2.Bd5 e4#

