

# FAIRINGS...

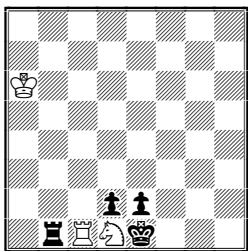
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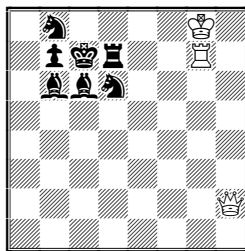
For explanations of the following chess problems please see the *Definitions* and *Notes on the problems* sections below. Best wishes to all.

1.



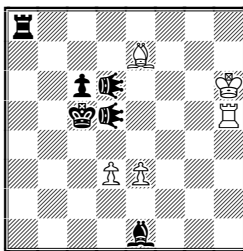
h#2 b) d1=>♙  
Circe

2.



h#2 2 solutions  
Antipodean antiCirce

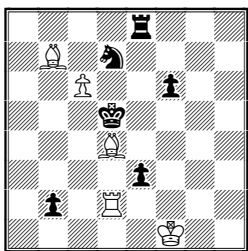
3.



h#2 b) ♖a8>b8  
Isardam lion ♞

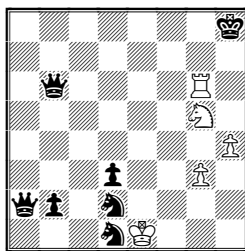
**1** a) 1.Ra1+ Rxa1[Rh8] 2.Kxd1[Sb1] Sa3# b) 1.exd1=S[Bf1] Rxd1+[Sg8] 2.Kxd1[Rh1] Bd3# The diagram batteries must be moved to left and then right. **2** 1.Bf2 Rh7 2.Bh4 Qxh4-d8# & 1.Bf3 Qf4 2.Bg4 Rxc4-c8# The idea is seen in the first white moves. **3** a) 1.Ra5 Bd8 2.Lid2+ Bxa5# b) 1.Bb4 Rh4 2.LIb6+ Rxb4# Pins change into batteries without any move of (or interference with) the pinning unit.

4.



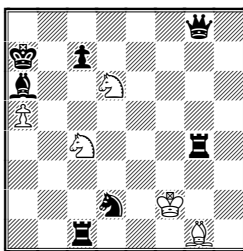
h#2 2 solutions  
T&M

5.



h#2 2 solutions (2♙)  
Antipodean Circe

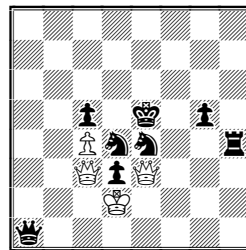
6.



h#2 2 solutions  
T&M

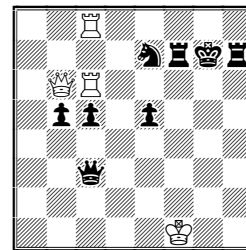
**4** 1.Kxc6-c7 Bxe3-e2 2.Kxb7-h1 Bf3# & 1.Kxd4-c3 cxd7-f8=Q 2.Kxd2-d8 Qd6# Destruction of a battery, then mates on the same battery line. **5** 1.Qc4(Qa4?) Kxd1[Sh5](Kxd2?) 2.Qxh4[Pd8=S](=B?) Sf7# & 1.Qd4(Qb4?) Kxd2[Sh6](Kxd1?) 2.Qxh4[Pd8=B](=S?) Bf6# Tempo? **6** 1.Rcxc4-b6 Ke1 2.Qa8 axb6-b8=B# & 1.Sxc4-b6 Kf3 2.Qb8 axb6-a8=R# Promotion to Q allows the BK to escape, e.g. to h1.

7.



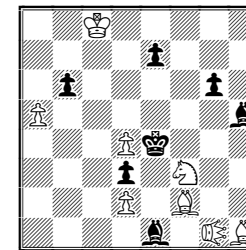
h#2 b) ♙c4>g3 (2♙)  
Equipollent antiCirce

8.



h#2 3 solutions  
Antipodean antiCirce

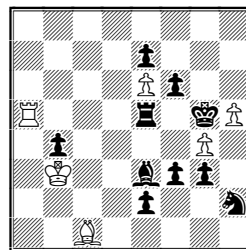
9.



h#2 2 sols moose ♞  
Symmetry Circe

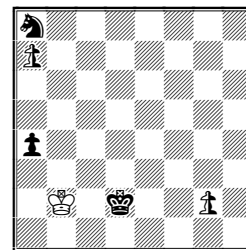
**7** a) 1.Qa7 Qb2 2.Qg7 Qxd4-f6# (1.Rh7 & 2.Rg7?? 3.Qd4!) b) 1.Rh7 Qe2 2.Re7 Qxe4-e6# (1.Qa7 & 2.Qe7?? 3.Re4!) The Pc5 is there so that the virtual play is unique. **8** 1.Qa1 Rf6 2.Rxf6-b2 Qf6#, 1.Qc1 Rg6+ 2.Sxg6-c2 Qg6# & 1.Qe1 Rh6 2.Rxh6-d2 Qh6# The Pb5 protects the WK from check. Cf. *Fairings* 33/2. **9** 1.Bxf2[Bc7] d5 2.Bxg1[Mb8] Be5# & 1.Bxf3[Sc6] axb6[Pg3] 2.Bxh1[Ba8] Sxe7# Attempts with the existing batteries (S~+? and Be3+?) fail, so they must be switched to the other side. The geometry of the genre makes this impossible with two orthodox batteries.

10.



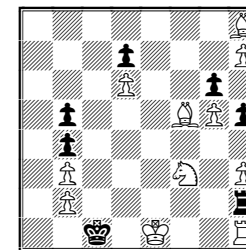
h#2 b) g4=>♙  
T&M

11.



a) h#2 b) h#2½  
Couscous + Isardam

12.



ser-h#29\* ABC

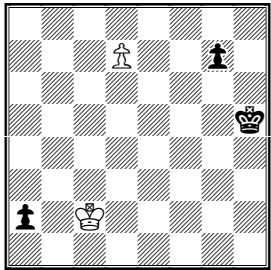
**10** a) 1.Rxa5-a3+ Kxa3-d3 2.Kf4 Kxe3-d4# b) 1.Bxc1-b2 Kxb2-d4 2.Kf5 Kxe5-e3# An active WK! **11** a) 1.nPg1=nQ nQxa7[Pd1=nQ]+ 2.nQd7 Kc3# b) 1...Kb1 2.nPg1=nB nBxa7[nPc1=nB]+ 3.nBe3 Kc2#. This could be set the other way round, saving two units, but that would be less paradoxical. **12** 1...0-0# 1.gxf5 2.Kc2 3.Kxb3 4.Kc4 5.b3 6.b4 7.Kd5 8.Ke6 9.Kf7 10.f4 11.Kg6 12.Kxh7 13.Rc2 14.Rc8 15.Rxh8 16.h4 17.Kg6 18.Kf5 19.Ke4 20.Kd3 21.Kc2 22.Kxb2 23.Kc1 24.b2 25.b1=R 26.Rbb2 27.Rc2 28.b3 29.b2 0-0# The logic requires a BK round trip, and a new BR even though the existing one could block c2. It actually goes there before heading east! Apart from a couple of details this was composed without board and men.

## Notes on the problems

Simple short problems suitable for summer... except for **12** and **13**! Look out, though, for things which seem likely to happen but in fact do not. The ♠ symbol in 11 represents a neutral pawn (see the definitions).

As often before it is a pleasure to include an original (**13**) by a faithful supporter of *Fairings*, in this case with an added dedication to another good friend. Thank you, Sébastien, and good health, György!

### 13. Sébastien Luce dedicated to Gy.Bakcsi



h#16 Black USZ  
(UltraSchachZwang)

In Black USZ the only sequences which count as solutions are those where every Black move is a check. If there is more than one possible check Black may choose. This strict condition offers long sequences in light, open positions. Here there are only five units and three different promotions; it is very interesting to study the choice (and location!) of the white one.

#### Solution 13:

- 1.a1=S+ Kd2
- 2.Sb3+ Ke2
- 3.Sd4+ Ke3
- 4.Sf5+ Kf4
- 5.g5+ Kf3
- 6.g4+ Kf2
- 7.g3+ Kf1
- 8.g2+ Kf2
- 9.g1=Q+ Kf3
- 10.Qd1+ Ke4
- 11.Sd6+ Ke5
- 12.Qd5+ Kf6
- 13.Se8+ dxe8=R
- 14.Qd8+ Re7
- 15.Qh8+ Kf5
- 16.Qh7+ Rxh7#

## 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.

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

## Conditions:

**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 (a basis for several conditions, see below):** After a capture the capturing piece (kings included) must immediately be reborn on its Circe rebirth square (see above). This square must be vacant, else the capture is illegal.

**Antipodean antiCirce:** As antiCirce (see above) 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 (the "antipodes" as it would be on the surface of a spherical board). 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.

**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, and 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 (see above). 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 away from the line.

**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 that is not relevant 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.

**Antipodean Circe:** As Circe (see above) but the rebirth square for a captured piece lies at a distance of 4,4 from the capture square (the

"antipodes" as it would be on a spherical board). Thus for example a capture on c1 produces a rebirth on g5. If the rebirth square is occupied the capture is normal. Pawns reborn on promotion squares promote immediately.

**Equipollent antiCirce:** As antiCirce (see above) but the rebirth square for the capturing piece is defined *with respect to the square where it stood before the capture*, as follows: it lies in the same direction as that of the capturing move and at a distance equal to the length of that move. For example a unit capturing from a1 to c3 is reborn on e5. If the rebirth square is occupied or would be off the board the capture is illegal. Thus e5 must be vacant in the above example; however it does not matter whether d4 is vacant or not.

**Symmetry Circe:** Captured units are reborn on the square which lies at an equal distance (in a straight line) beyond the midpoint of the board. Example: c7 and f2 are each other's rebirth squares. If the rebirth square is occupied the capture is normal. Pawns reappearing on promotion squares are promoted instantly.

**Couscous:** Captured units are reborn on the Circe rebirth square (see above) of the capturing unit. If the rebirth square is occupied the capture is normal. Pawns reappearing on promotion squares are promoted instantly.

**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.

## Piece 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 (diagrammed as ♠) promote to neutral pieces.

## Pieces:

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

**Lion:** A queenhopper or grasshopper (see above) which can move to *any* square beyond the hurdle.

**Moose M:** A queenhopper or grasshopper (see above) which pivots 45° (to either side) at the hurdle. The moose in the diagram position of ♁ guards d2, e2, f3, f7 and h7.

~o~O~o~

All the originals in this issue of *Fairings* have, as usual, been tested by the excellent Popeye program.

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