# FAIRINGS...

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# **N° 57: December 2017**

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For explanations etc., please see the *Definitions* and *Notes* sections below. In **3**, "&" means that the change is made from the previous part. Best wishes to all.





2.



#### h#2 T&M b)分e6>f6 doublegrasshopper ﷺ

h#2½ 3 solutions ser-h#3 Equipollent antiCirce c)&>h7

ser-h#3 b)登>e4 c)&♪>h7 d)& te7>e6 Antipodean antiCirce



5.

#### ser-h#6 PWC + CnPP neutral Pawn ∄

ser-h#6\* T&M + Antipodean Circe

ser-h#7\* T&M + Antipodean Circe

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B



Equipollent antiCirce

ser-h#9\* edgenog ℚ≳ T&M+Antipodean Circe ser-h#16 b) **±** c3>g2 ABC+EquipollentCirce

<u>7</u> Set: 1...e6# Sol.: 1.h1=R 2.Rg1 <u>5</u>.e1=S 6.Sf3 7.Sg5 8.Kg4 9.f4 Qh3# Just an echo. <u>8</u> Set:1...EHxc5-c4[Pg1=EH]# (=B?? 2.Bxh2-e2!) Sol.: 1.c4 2.Kxg1-e3[EHc5] 3.Kxe4-e8[EHa8] <u>6</u>.Kd5 7.Kxc5-a7[EHg1] 8.c5 9.Kxa8-f3[EHe4] EHa8# <u>9</u> a) <u>2</u>.c1=S 3.Se2 4.Sxf4[Sg6] 5.Se6 6.Sg7 <u>10</u>.f1=Q 11.Qc1 12.Qh6 13.Kg5 14.Kh5 15.Se6 16.Sg5 Sf4# b) 1.Kg7! (Kg5?) 2.g1=R 3.Rg4 4.Rxf4 [Se4] 5.Rg4 6.fxe4[Sd3] <u>9</u>.e1=R 10.Re8 11.Rg8 12.Rg6 13.Rh6 14.Kg6 15.Kh5 16.Rg5 Sf4# Switchback mates.



#### Notes on the problems

After the many short helpmates in Fairings 56, this time I indulge my own preference for serieshelpmates - I hope readers will not be too disappointed! The definitions and solutions should make everything clear, but there is more to be said in the case of three of these compositions.

First, problem 4 may look very familiar, indeed the diagram appeared last time as Fairings 56/11, and the solution is the same... but now there is a new condition, CnPP (see the definitions). What is going on? Well, when one considers the way in which new conditions are devised, it is clear that the details are not always optimally selected: there is a better choice or perhaps simply an alternative one which is just as good. Here "better" of course means "offering more possibilities for interesting compositions". Most problemists would agree, for example, that in antiCirce both the Calvet and the Cheylan variants of the condition are very worthwhile. In the case of Fairings 56/11 & 57/4 the convention has it that 2.nBxf5[nPb1=nS] is illegal because Black captures a (temporarily) white pawn and then tries to promote it on the black promotion rank. Not only do I find nothing wrong with that (since I consider nPs as permanently neutral, not intermittently white and black!) but I would also add to the strong "more interesting possibilities" argument an historical one: when neutral pieces were first introduced around 100 years ago, no rebirth conditions had yet been imagined, so that the only way to promote was by transferring a pawn to the promotion rank in the normal way; thus the more interesting possibility simply did not exist! My attention was drawn to the possibility of CnPP when a correspondent informed me of a "bug" in some older versions of Popeye. Version 4.65 for example gives my "solution" to this problem and so in effect tests CnPP! [If any composer reading this wishes to try CnPP but has only a recent "correct" version of Popeye I should be happy to test originals for him.] My original publication in Fairings 56 was not the result of ignorance then, but of mischief: I wondered what reactions I might get and, frankly, whether people would even notice what was supposedly amiss. So far I have received only a few reactions, one guessing that I had done it on purpose (and approving – thank you), one simply noting the unsoundness and some more which unquestioningly accepted the problem or tacitly appeared to do so!

Next, problem 11. Some readers may be wondering why this dedication for the 75<sup>th</sup> birthday of Klaus Wenda (\*13/9/1941) has

appeared so long after the event. Klaus's own tourney on this occasion has recently finished. It was for doublehoppers, but so as to encourage their use in direct-play problems it excluded help-play. The great success of this tourney (see Die Schwalbe or Julia's Fairies) was what stimulated me to compose 11.

Finally, problem 13 (below). I was delighted to receive this original from Stephen, who plays a vital part in the publication of Fairings but who appears as a composer less often that one would wish. For a detailed expert commentary I turned to Kjell Widlert. He shares my enthusiasm for this original which he described in his letter as a "wonderful problem". My best thanks to both these old friends; I hope readers will enjoy the following as much as I did.

#### 13. Stephen Emmerson



hs#8 2 solutions Circe + antiKings

1.c3 Kb4 2.c4+ Kb5 3.c5+Kb6 4.c6+Kb75.c7+Kb8 6.c8=B+ Kb7 7.g4 Ka6 8.Bf5+ gxf5 [Bf1]# &

1.b4+ Kc5 2.b5+ Kc6 3.b6+ Kc7 4.b7+ Kc8 5.b8=R g5+ 6.Kh4 Kb7 7.Rf8+ Ka8 8.Rf4+ gxf4 [Ra1]#

It is tempting to play for a Zugzwang rearrangement is very mate like 1.g4 Kd3 neat: 7.g4 in one 2.b4 g5+ (forced) but solution is possible 3.Kh4! saves the WK only when Black has a and cannot be avoided. move which keeps the So something far more BK under observation sophisticated is needed: (Kb7-a6) and 5...g5+6. the BP is forced to Kh4 in the other capture a promoted solution is possible white piece in order to only when the BK is restore observation of already under observthe BK by means of a ation (not in antiKings Circe rebirth, with a check) after White's blocking WP square where the WK miracle could be observed again. must take place on a exactly 8 moves. The white or black square depending on nature of the pro- very minor flaw. The motion, so the whole Pb3, on the other hand, situation on the g- and is always needed to h-files must be re- make the diagram legal arranged accordingly.

The timing of this the move. It is a small that both solutions, despite some The capture differences, work in fact that the Pc2 is idle the in one solution is a with White to play. (Kjell Widlert)

## 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#)**: 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. In some problems the asterisk \* indicates the presence of a mate in one which could be played in the diagram position if only it were White's turn to move.

**Helpselfmate (hs#)**: White plays first and the sides cooperate until the penultimate move; on the last move White forces Black to mate him.

## **Conditions**:

**Circe (rebirth squares; a basis for some of the types below)**: 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), which must be vacant, else the capture is illegal.

**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": <u>not</u> 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.

**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 (beyond the capture-square) 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 the capture is illegal, so in this case e5 must be vacant. However it does not matter whether d4 is vacant or not: the transfer after the capture is direct, not a normal move. If the rebirth square would be off the board the capture is also 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" if the board were spherical). 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.

**CnPP (Complete neutral Pawn Promotion)**: Neutral pawns (see below) always promote whenever they reach either promotion rank (first or eighth), regardless of how they come to arrive there.

**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.

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 Circe**: As Circe(see above) but 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.

**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.

**antiKings**: Under this condition a K is in check if he is *not* attacked. Mate occurs when a K is not attacked and his side cannot expose him to attack. (Of course kings may not be captured.)

## **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 promote to neutral pieces.

### **Pieces:**

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

**ContraGrasshopper CG**: As G, but in reverse: the hurdle must be adjacent to the CG, which may land anywhere on the line beyond.

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

Edgehog EH: Moves as a Q, but either to or from the board edge, not both.