

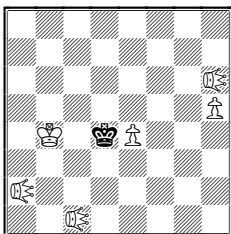
# FAIRINGS...

N° 27: October 2012

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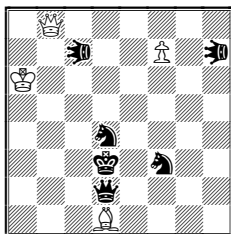
Welcome to Cornel Pacurar. His 9 improves *Fairings* 26/12 enormously! Page 2 presents a special feature. Definitions are on page 4. Best wishes to all.

1.



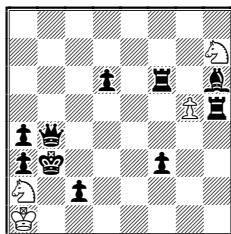
h#2 b) ♙e4 c) & ♙e4>e7 edgehog ♙

2.



h#2 b/c) ♙>h2/h3 sparrow ♙

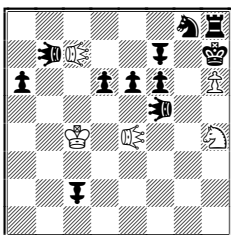
3.



h#2 2 solutions PWC

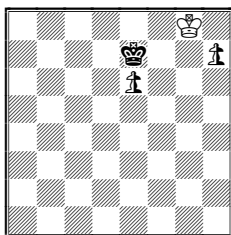
1 a) 1.Ke5 EHae6 2.Kd6 EHe8# b) 1.Kd3 EHhd2 2.Ke3 Ehd1# c) 1.e5 EHcc4 2.Kd5 Ehh4# Cyclic interference for battery-building. 2 a) 1.SWg8 ffg8=SW 2.Kc3 Qb3# b) 1.SWe8 fxe8=SW 2.Qc3 Qe2# c) 1.Ke4 f8=SW+ 2.Se5 Qf3# New sparrows prevent captures by the Se4. 3 1.Qb7 gxh6[Bg5](gxf6?) 2.Qxh7[Sb7] Sa5# & 1.Qe4 gxf6 [Rg5](gxh6?) 2.Qxh7[Se4] Sd2# (NB: 1...g6? in both.) Tempo dual-avoidance.

4.



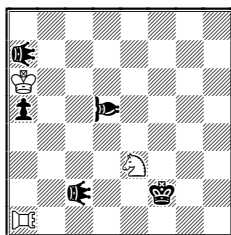
h#2 2 sols edgehog ♙ eagle ♙ moose ♙

5.



h#3 1/2 2 solutions PWC neutral P ♙

6.

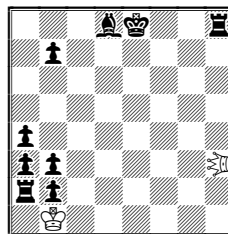


h#5 2 solutions VMC locust family ♙ ♙ ♙

4 1.EAd4(EAc~?) EHb1 2.Ma1(Mf~?) EHg6# & 1.Md8(Mb~?) EHa7 2.EAa8(EAf~?) EHg7# Anticipatory line-closings, B2 hideaways and pinmates. 5 1...Kg7 2.Kxe6 [nPe7] Kh6 3.Kf6 nPe8=nQ 4.nQd7 nPh8=nB# & 1...Kxh7[nPg8] 2.Ke8 Kh6 3.Kf8 nPe7+ 4.Kxg8[nPf8=nS] nPxf8=nR[nSe7]# The expected AUW, but with perfect economy. Anticipated? 6 1.Ke2 Sxd5[LBe1] 2.Kd1 Sc3+ 3.LBxc3-b4[Sb1] Sd2+ 4.Lxd2-e2[Sb1] Sc3+ 5.LBxc3-d2[Sb1] Sa3# & 1.Kxe3[Sb1] Sd2 2.Lxd2-e2[Sb1] Sd2

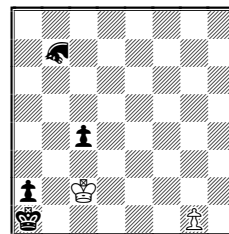
3.Kf2 Sf1 4.Kxf1[Sg1] Sf3+ 5.LBxf3-g2[Sg1] Sh3# Intensive rebirths.

7.



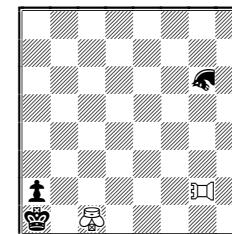
h#5 4 solutions PWC locust ♙

8.



ser-h#112 PWC flamingo(1,6) ♙

9. C.Pacurar (after CJF)



ser-h#396(!) PWC royal scorpion ♙ dabbaba ♙ flamingo ♙

7 1.Rh5 Lxh5-h6[Rh3] 2.Bc7 Lxh3-h2[Rh6] 3.Kd8 Lxh6-h7[Rh2] 4.Rh6 Lxh6-h5 [Rh7] 5.Rf7 Lxf7-e8[Rh5]#, 1.Rh6 Lxh6-h7[Rh3] 2.Rh6 Lxh6-h5[Rh7] 3.Bh4 Lxh4-h3[Bh5] 4.Rg7 Lxh5-h6[Bh3] 5.Bd7 Lxg7-f8[Rh6]#, 1.Rh4 Lxh4-h5[Rh3] 2.Bb6 Lxh3-h2[Rh5] 3.Re5 Lxe5-d6 [Rh2] 4.Kd8 Lxb6-a6[Bd6] 5.Be7 Lxb7-c8[Pa6]# & 1.Bh4 Lxh4-h5[Bh3] 2.Rh6 Lxh3-h2[Bh5] 3.Rd6 Lxd6-c7[Rh2] 4.b6 Lxb6-a5[Pc7] 5.Bf7 Lxc7-d8[Pa5]# Exact echoes, the BB blocking c7,d7,e7 & f7. 8 1-22.Fb7-c1-d7-e1-f7xg1[Pf7]-h7-b6-h5-b4-h3-b2-c8-d2-e8-f2-g8-h2-b3-h4-b5-h6-b7, then the same circuit 3x more (26.Fxf7[Pe1]; 47.Fxe1[Pd7]; 68.Fxd7[Pc1]) and finally a longer circuit, again back to b7: 89-112.Fxc1[Pb7]-d7-e1-f7-g1-h7-b6-h5-b4-h3-b2-c8-d2-e8-f2-g8-a7-g6-a5-g4-a3-g2-h8xb7[Ph8=F] Fg2# Several readers (of F26/11 & /12) had suggested this final F-promotion. 9 1-22.Fg6-a7-g8-f2-e8-d2-c8-b2-h3-b4-h5-b6-h7-b8-c2-d8-e2-f8xg2[DAf8]-a3-g4-a5-Fg6, then this circuit is repeated 17x more with 39.Fxf8[DAe2] 60.Fxe2[DAd8] 81.Fxd8[DAC2] 102.Fxc2[DAB8] 123.Fxb8[DAh7] 144.Fxh7[DAB6] 165.Fxb6[DAh5] 186.Fxh5[DAB4] 207.Fxb4[DAh3] 228.Fxh3 [DAB2] 249.Fxb2[DAC8] 270.Fxc8[DAD2] 291.Fxd2[DAE8] 312.Fxe8[DAF2] 333.Fxf2[DAG8] 354.Fxg8[DAA7] 375.Fxa7[DAG6] 396.Fxg6[DAA5] Da3#! 18 times the royal scorpion to rule out occupation of b1. Many thanks for this remarkable contribution!

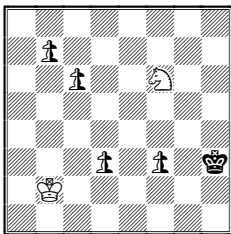
## Introduction to *Fairings* 27 part b, and a challenge...

Readers of previous *Fairings* may remember two series of 24 CouscousCirce problems showing neutral AUW in the h#2 and ser-h#3 with all possible orders of promotions. The same task in *series-#4* form is much more difficult; I am sure that some of the positions on the next page can be improved, so I shall be happy to publish any improvements which maintain the 4-move form and do not use any extra neutral or fairy units. Please send me your results (ideally as Popeye-output, not as graphics) if you can rise to this challenge!

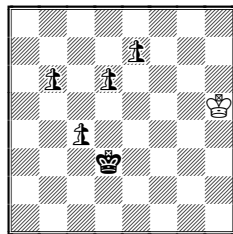
All F27/b problems are seriesMATE in 4, CouscousCirce. (NB: not h#!)

The order of promotions is given. For full solutions see the next page.

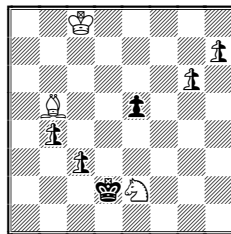
F27b/1. Sbrq



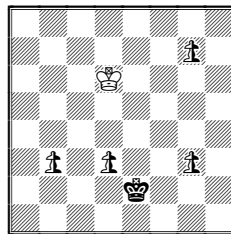
F27b/2. Sbqr



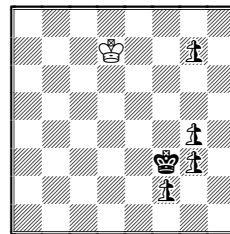
F27b/3. Srbq



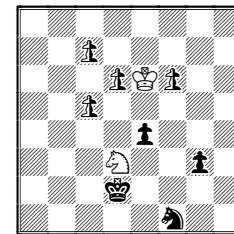
F27b/13. Rsbq



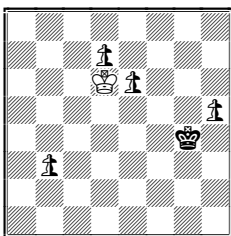
F27b/14. Rsqb



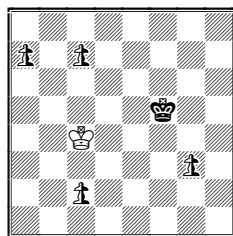
F27b/15. Rbsq



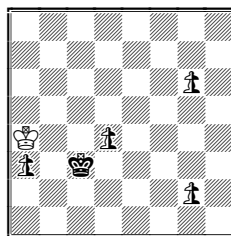
F27b/4. Srqb



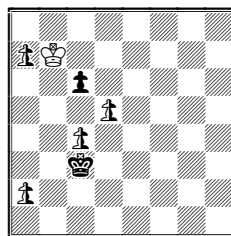
F27b/5. Sqbr



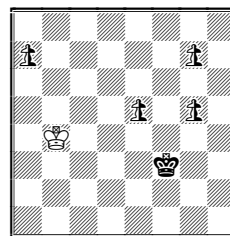
F27b/6. sqrb



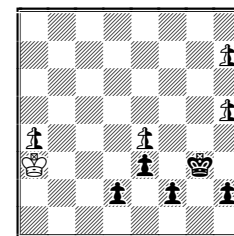
F27b/16. Rbqs



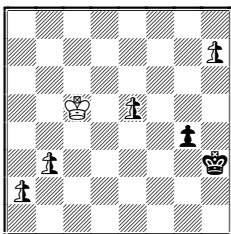
F27b/17. RqsB



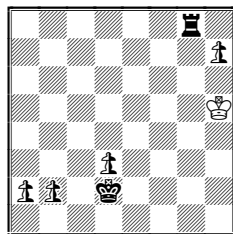
F27b/18. Rqbs



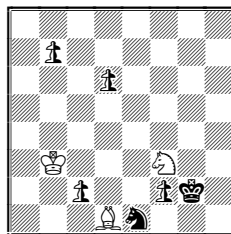
F27b/7. Bsrq



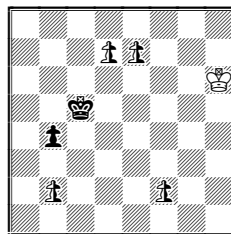
F27b/8. Bsqr



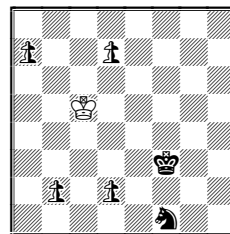
F27b/9. Brsq



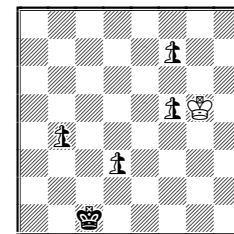
F27b/19. Qsbr



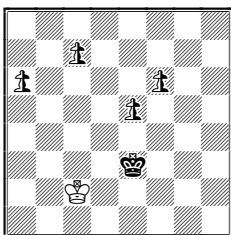
F27b/20. QsrB



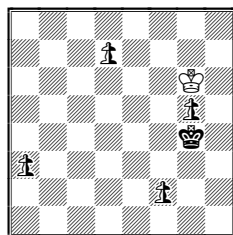
F27b/21. Qbsr



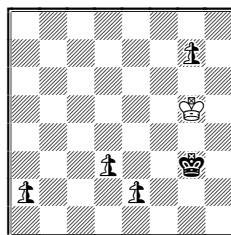
F27b/10. Brqs



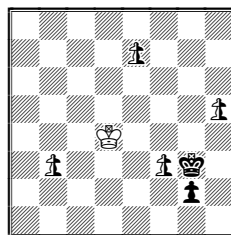
F27b/11. Bqsr



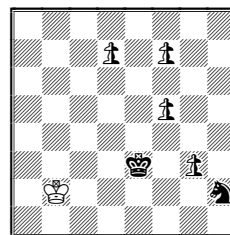
F27b/12. Bqrs



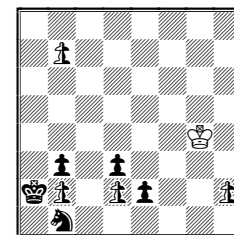
F27b/22. Qbrs



F27b/23. Qrsb



F27b/24. Qrbs



## ***Fairings 27b Solutions***

### **F27b/1**

1.nPb8=nS 2.nSxc6[nPb1=nB] 3.nBxd3[nPf1=nR] 4.nRxf3[nPh1=nQ]#

### **F27b/2**

1.nPe8=nS 2.nSxd6[nPg1=nB] 3.nBxb6[nPc1=nQ] 4.nQxc4[nPd1=nR]#

### **F27b/3**

1.nPh8=nS 2.nSxg6[nPb1=nR] 3.nRxb4[nPa1=nB] 4.nBxc3[nPc1=nQ]#

### **F27b/4**

1.nPd8=nS 2.nSxe6[nPb1=nR] 3.nRxb3[nPh1=nQ] 4.nQxh5[nPd1=nB]#

### **F27b/5**

1.nPa8=nS 2.nSxc7[nPg1=nQ] 3.nQxg3[nPd1=nB] 4.nBxc2[nPf1=nR]#

### **F27b/6**

1.Kxa3[nPe1=nS] 2.nSxg2[nPb1=nQ] 3.nQxg6[nPd1=nR]  
4.nRxd4[nPa1=nB]#

### **F27b/7**

1.nPh8=nB 2.nBxe5[nPc1=nS] 3.nSxa2[nPb1=nR] 4.nRxb3[nPh1=nQ]#

### **F27b/8**

1.nPh8=nB 2.nBxb2[nPc1=nS] 3.nSxa2[nPb1=nQ] 4.nQxd3[nPd1=nR]#

### **F27b/9**

1.nPb8=nB 2.nBxd6[nPc1=nR] 3.nRxc2[nPh1=nS] 4.nSxf2[nPg1=nQ]#

### **F27b/10**

1.nPc8=nB 2.nBxa6[nPf1=nR] 3.nRxf6[nPa1=nQ] 4.nQxe5[nPd1=nS]#

### **F27b/11**

1.nPd8=nB 2.nBxg5[nPc1=nQ] 3.nQxa3[nPd1=nS] 4.nSxf2[nPg1=nR]#

### **F27b/12**

1.nPg8=nB 2.nBxa2[nPf1=nQ] 3.nQxe2[nPd1=nR] 4.nRxd3[nPh1=nS]#

### **F27b/13**

1.nPg8=nR 2.nRxc3[nPa1=nS] 3.nSxb3[nPb1=nB] 4.nBxd3[nPf1=nQ]#

### **F27b/14**

1.nPg8=nR 2.nRxc4[nPh1=nS] 3.nSxf2[nPg1=nQ] 4.nQxg3[nPd1=nB]#

### **F27b/15**

1.nPc8=nR 2.nRxc5[nPa1=nB] 3.nBxf6[nPc1=nS] 4.Kxd6[nPe1=nQ]#

### **F27b/16**

1.nPa8=nR 2.nRxa2[nPh1=nB] 3.nBxd5[nPf1=nQ] 4.nQxc4[nPd1=nS]#

### **F27b/17**

1.nPg8=nR 2.nRxc5[nPa1=nQ] 3.nQxe5[nPd1=nS] 4.nPa8=nB#

### **F27b/18**

1.nPh8=nR 2.nRxb5[nPh1=nQ] 3.nQxe4[nPd1=nB] 4.nBxa4[nPf1=nS]#

### **F27b/19**

1.nPe8=nQ 2.nQxd7[nPd1=nS] 3.nSxb2[nPg1=nB] 4.nBxf2[nPc1=nR]#

### **F27b/20**

1.nPd8=nQ 2.nQxd2[nPd1=nS] 3.nSxb2[nPg1=nR] 4.nPa8=nB#

### **F27b/21**

1.nPf8=nQ 2.nQxb4[nPd1=nB] 3.Kxf5[nPe1=nS] 4.nSxd3[nPb1=nR]#

### **F27b/22**

1.nPe8=nQ 2.nQxh5[nPd1=nB] 3.nBxb3[nPf1=nR] 4.nRxf3[nPh1=nS]#

### **F27b/23**

1.nPf8=nQ 2.nQxf5[nPd1=nR] 3.nRxd7[nPh1=nS] 4.nSxg3[nPg1=nB]#

### **F27b/24**

1.nPb8=nQ 2.nQxh2[nPd1=nR] 3.nRxd2[nPa1=nB] 4.nBxb2[nPc1=nS]#

## Definitions

### Conditions:

**Circe:** Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

**PWC (PlatzWechselCirce):** Captured units reappear on the square just vacated by the capturing unit. Pawns appearing on their 1<sup>st</sup> rank have no moving or checking power until reactivated by being captured again; those appearing on their 8<sup>th</sup> rank are promoted instantly, at the choice of the capturing side.

**VerticalMirrorCirce:** Rebirth squares are the left-right reflections of the usual Circe ones.

**CouscousCirce:** As Circe, but the captured piece reappears on the Circe rebirth square of the capturing unit. Pawns reappearing on promotion squares are promoted instantly, at the choice of the capturing side.

### 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.

**Royalty:** A unit with this characteristic additionally acts as its side's king.

### Pieces:

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

**Grasshopper G:** Hops on Q-lines over any one unit (the hurdle) to the next square beyond. Q-hopper would be a more sensible name.

**Sparrow SW:** a grasshopper which pivots 135° (to either side) at the hurdle.

**Eagle EA:** a grasshopper which pivots 90° (to either side) at the hurdle.

**Moose M:** a grasshopper which pivots 45° (to either side) at the hurdle.

The grasshopper itself of course pivots 0°, that is, it goes straight on.

**(Q-)Locust L:** a piece which moves only to capture. It lands on the same squares as a grasshopper, but the arrival square must be empty, because the locust captures its hurdle.

**R-Locust LR:** a locust confined to R-lines.

**B-Locust LB:** a locust confined to B-lines.

**Dabbaba DA:** a (0,2/2,0) leaper, e.g. a1>a3 or a1>c1.

**Flamingo:** a (1,6/6,1)-leaper e.g. a1>b7 or a1>g2.

**Man:** a (0,1/1,0)- + (1,1)-leaper, i.e. it moves like a king but is not royal unless given the royalty characteristic.

**Scorpion SO:** a combination of man and grasshopper.

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All the problems in *Fairings 27* were tested using Popeye.

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