



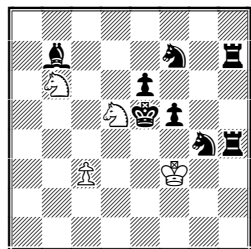
# BROODINGS... N° 28: January 2006

**brood:** to ponder morbidly  
or persistently  
[Collins Dictionary]

New chess problems  
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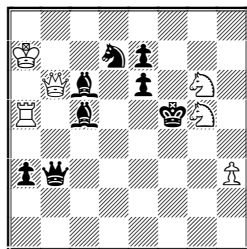
There can be no real tries in help-play, because tries have refutations and refutation is an adversarial notion. However cooperative attempts, failing because a single factor is overlooked, can illuminate the logic of the solution, as is seen in several examples this time. Such "tries" should not need to be pointed out to the solver. They may take the form of partial dual avoidance, where avoided moves occur in other phases and so can hardly be missed (e.g. problems 2, 4 & 9), but that is not the only possibility. Realistically I acknowledge that these days for every solver there are at least as many "readers", who simply play through the solutions. So for their benefit I suggest looking for close attempts especially in 1, 5, 10 & 11. Even so, those who solve the problems will surely derive more enjoyment! Only the last problem is at all difficult. Best wishes to all.

1.



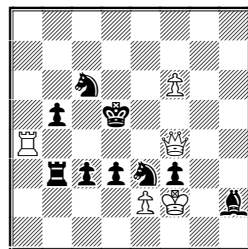
h#2 2 solutions

2.



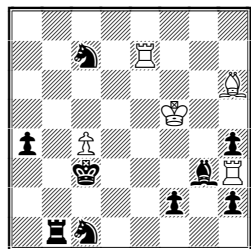
h#2 2 solutions

3.



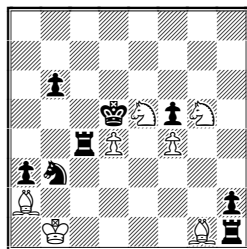
h#2 3 solutions

4.



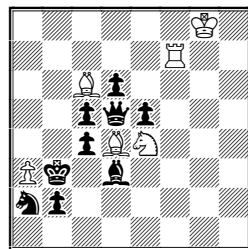
h#2 3 solutions

5.



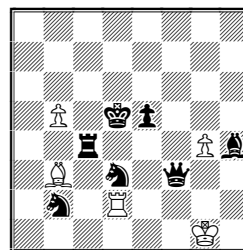
h#2 2 solutions

6.



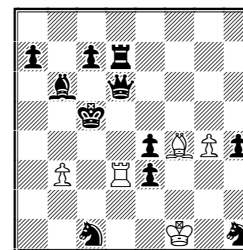
h#2 3 solutions

7.



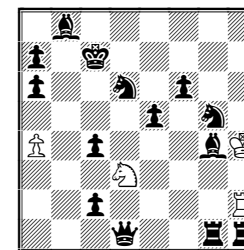
h#3 2 solutions

8.



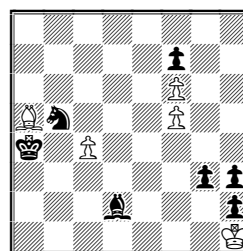
h#3 b) ♔c5>e6

9.



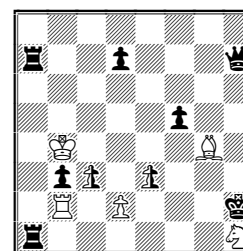
h#3½ b) ♔c7>c6

10.



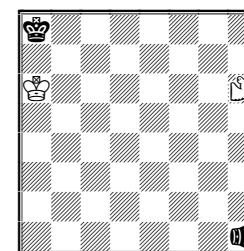
h#4 b) b5=>♞

11.



h#2 Circe 2 solutions  
2 neutral pawns

12.



h#7 Circe Locust h1  
Camel h6 (1-3 leaper)

## SOLUTIONS:

1 1.Bc8 Sf4 (d5~?) 2.Sf6 Sc4# (1...Se3 & 2...Sec4?) & 1.Ba6 Se7 (d5~?) 2.Sd6 Sd7# (1...Sf6 & 2...Sfd7?) 2 1.Bd5 h4 2.Bb4 (Bd6?) Qxe6# & 1.Qd5 Sh7 2.Bd6 (Bb4?) Qb1# 3 1.Sb4 Qd6 2.Kc4 exd3#, 1.Sc4 Qf5 2.Kd4 e3# & 1.Sd4 Qg5 2.Ke4 exf3# Non-battery mates by pawns are not common in ASP-problems. 4 1.Kb4 Rxc7 2.Bd6 (Be5/Bf4?) Bd2#, 1.Kc2 Rd7 2.Be5 (Bf4/Bd6?) Rd2# & 1.Kd4 Bf8 2.Bf4 (Bd6/Be5?) Re4# 5 1.Rc6 tempo? 2.Rd6 Bxb3? 1.Sc5 dxc5 2. tempo? Bxc4? So 1.Sc5 Sgf7 2.Se4 Bc4# & 1.Rc5 dxc5 2.b5 Bxb3# Missing white and black tempi in attempts to block or guard d6. 6 1.Qxd4 Rf1 2.Kc2 Ba4#, 1.Qxc6 Ra7 2.Bc2 Sd2# & 1.Qxe4 Rb7 2.Kxa3 Bxb2# One more to add to the hundreds of cyclic Zilaxis now in existence... 7 1.Kd6 Rc2 2.Re4 Be6 3.Be7 Rc6# & 1.Ke6 Bc2 2.Sf4 Rd7 3.Bf6 Bf5# 8 a) 1.Qc6 Rxd7 2.Qb5+ Rd3 3.c6 Bd6# b) 1.Qe7 Bxc7 2.Qf7+ Bf4 3.Re7 Rd6# 9 a) 1...Sxe5 2.Bh3 (Sh3?) Rf2 3.Sb7 Rxf6 4.Qd8 Rc6# b) 1...a5 2.Sh3 (Bh3?) Rxc2 3.Kb5 Rxc4 4.Qa4 Rc5# The reason for the dual avoidance is not immediately apparent. 10 a) 1.Bb4 tempo? 2.Be7 fxe7 3.f6 e8Q 4.Kxa5 Qxb5#? So 1.Bb4 Bd8 2.Be7 fxe7 3.Sc7 e8Q 4.Ka5 Qb5# b) 1.Bh6 c5 2.Bg7 fxe7 3.f6? g8Q 4. tempo? Qa3#? So 1.Bh6 c5 2.Bg7 fxe7 3.Kxa5 g8Q 4.Ka6 Qa8# Missing tempi here too! 11 1.NPc2 Bxf5 2.NPc1NR dxe3# (2. NPc1NQ? ... 3.NQxe3!) & 1.NPe2 Kxb3 2.NPe1NR dxc3# (2.NPe1NQ? ... 3.NQxc3!) The reappearing BPs provide necessary interferences. 12 1.Lxh6-h7 Ch8-e7 2.Lxe7-d7 Ce8-d5 3.Lxd5-d4 Cd8-g7 4.Lxg7-h8 Kb6 5.Lxg8-f8 Cg8-f5 6.Lxf5-f4 Cf8-c7 7.Lxc7-b8 Cc8-b5# Also set play (unintended!) 1... Kb6 2.Lxh6-h7 Ch8-g5 3.Kb8 Cg5-d6 4.Ka8 Cd6-g7 5.Lxg7-f7 and as the solution.