

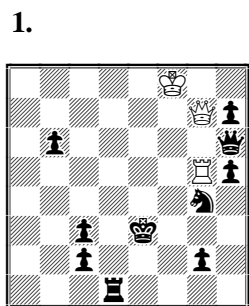
BROODINGS...

N° 38: August 2007

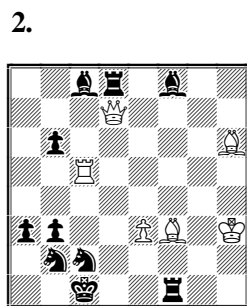
brood: to ponder morbidly or persistently [Collins Dictionary]

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The fifth issue of this year – maybe we shall exceed last year, after all! Most of the items need little explanation. Indeed some are white minimal and **8** is minimal for the idea presented. In the case of **7**, which may possibly also be minimal, I have taken into account the fact that the theme is an exclusively white one and presented a light position by eschewing variety in the black play. As so often, I feel that the greatest originality is to be found among the unorthodox items. The marine pieces (siren/triton/mermaid), corresponding with Q/R/B) move like their orthodox counterparts but capture only like locusts. Thus in **10**, the Pa4 prevents the Siren c4 checking the WK. The guarding pattern of squares around the king shown here is impossible in orthodox play. The equihoppers in **11** must (for soundness) be of the English type; they are line-pieces, not leapers. The rook- and bishop-locusts in **12** are of course simply locusts restricted to the lines associated with those pieces. Some of these problems seem “solver-friendly” to me, so I hope that you enjoy them! Best wishes to all.



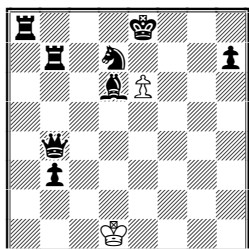
1. h#2 b) ♞g4>f1 c) >c4



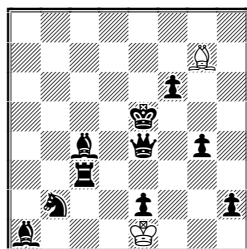
2. h#2 2 solutions



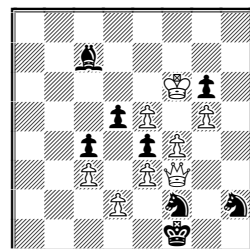
3. h#3 2 solutions



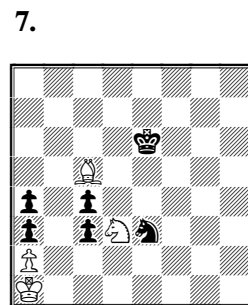
4. h#3½ b) ♜a8>h8



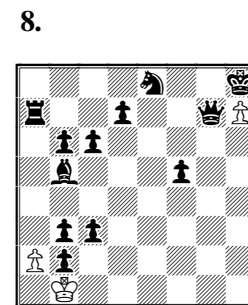
5. h#4 b) ♞e5>d4



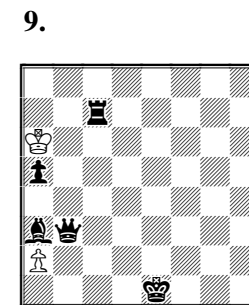
6. h#4 2 solutions



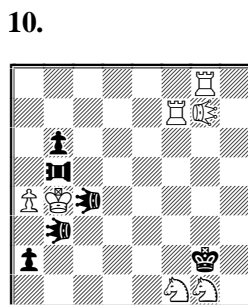
7. h#4½ b) ♞d3>b4



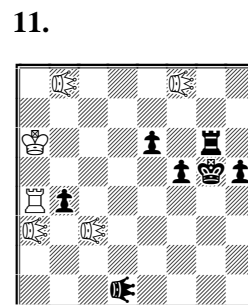
8. h#5 2 solutions



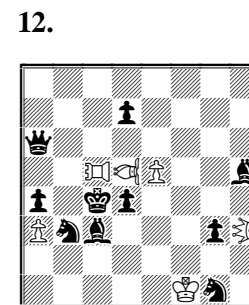
9. h#6



10. h#2 3 solutions
Marine pieces ♞/♟/♞



11. h#2½ 2 solutions
Equihoppers ♞/♟



12. h#3 b) ♞a3>f3
Q/R/B-Locusts ♞/♟/♞

SOLUTIONS:

1 a) 1.Qc6 (1.Qe6/g6?) Qe5 2.Kf3 Rf5# b) 1.Qe6 (1.Qg6/c6?) Qxc3 2.Ke2 Rxc2# c) 1.Qg6 (1.Qc6/e6?) Qe7 2.Kd3 Rd5# Triple avoidance. 2 1.Bxc5 Qf5 (Be4?) 2.Sd4 exd4# & 1.bxc5 Be4 (Qf5?) 2.Sxe3 Bxe3# 3 1.Ke2 dxe7 2.Rxd7 e8Q 3.Rb7 Qxe4# & 1.Kc4 Rb8 2.Rxd6 d8Q 3.Rf6 Qd4# 4 a) 1... Ke2 (Kc1?) 2.O-O e7 3.Rc7 e8S 4.Qb8 Sxd6# b) 1... Kc1 (Ke2?) 2.O-O exd7 3.Kh8 d8Q 4.Re7 Qxf8# 5 a) 1.Kf4 Kf2 2.f5 Bxc3 3.Sa4 Bg7 4.Be5 Bh6# b) 1.Rf3 Bxf6 2.Ke3 Bxb2 3.Bd3 Ba3 4.Bd4 Bc1# 6 1.Bxe5 Kxe5 2.Sg4 Kd4 3.Sxe3 Kxe3 4.Ke1 Qe2# & 1.exf3 e6 2.Ke2 e7 3.Kd3 e8B 4.Ke4 Bxg6# Unusual Zilahi: Q/P=B. 7 a) 1... Bxa3 2.Kd5 Sb4 3.Kc5 Bc1 4.Kxb4 Bxe3 5.Ka3 Bc5# b) 1... Sc2 2.Kd5 Sxa3 3.Kxc5 Sxc4 4.Kb4 Sxe3 5.Ka3 Sc2# Round trips c5-a3-c1-e3-c5 & c2-a3-c4-e3-c2 and Zilahi. 8 1.bxa2 Kc2 2.Qf7 Kxc3 3.Kg7 Kd4 4.Kf6 h8Q 5.Ke6 Qe5# & 1.Qxh7 a4 2.Kg8 axb5 3.Ra4 bxc6 4.Rg4 cxd7 5.Rg7 dxe8Q# P-Zilahi with the Ps a maximum distance apart. 9 1.Qh3 (1.Q~?) Kb6 2.Kd2 Kxc7 3.Kc3 Kc6 4.Kb4 Kd5 5.Ka4 Kc4 6.Qb3 axb3# All in the first move! 10 1.Sih4 Kxb5 2.Sih1 Nec3#, 1.Trh5 Kxb3 2.Trh1 Ned4# & 1.Sih3 Kxc4 2.Sih1 Nee5# Cyclic interchange of functions among the black marine pieces. Using the nereid (rather than a B) makes a light position possible. 11 1...Efh4 2.bxa3 (bxc3?) Rd4 3.Ed7 Re4# & 1...Ebh4 2.bxc3 (bxa3?) Re4 3.Ef7 Rd4# The captures forestall check. 12 a) 1.Qc6 Lxg3-f3 2.Kxd5 RLxc3-c2 3.Kc5 Lxc6-b7# b) 1.Qe6 Lxh5-h6 2.Kxc5 BLxb3-a2 3.Kd5 Lxe6-d6# Locust-specific battery-building and -firing effects, and (incidentally) yet another Zilahi (the second mate is not double check).