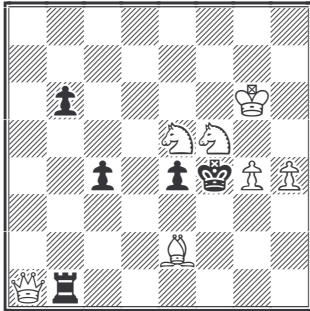


3. Fairies

Phénix 1990 2nd Hon Mention



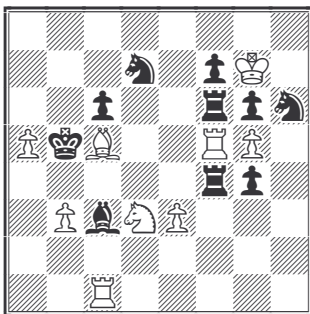
Try: Kh5 (Sg6)? Rb5! (Sg6; Ke/g3)
 Try: Kh6? Rd1! (Sg6; Rd6)
 Try: Kh7? Rh1! (Sg6; Kg5)
 Try: Kg7? Rg1! (Sg6; Rxg4)
 Try: Kf7? Rf1! (Sg6; Ke/g3)

Key: Kf6!
 1.. Rf1 /e3
 2. Qxf1/Qd4

#2 Superpins 7+5

The simple extension of the power of a pin to preventing the pinned piece from itself pinning or checking leads to some very surprising results, particularly when the Ks move, producing or enabling new pins. This duel between the WK and the BR illustrates some of the possible effects. The WK vacates his square to allow a threat from the WSe5, and has 6 possible squares to go to; 5 of them allow the BR to refute on 5 different squares (note the anticipatory pin by BK move after Kf7?). I had several shots at this idea before finding this satisfying Meredith.

Andernach Th Ty 1997 2nd Prize



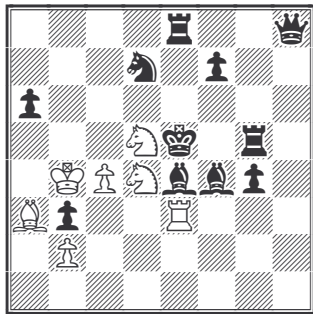
B-> 1. Rd6+, Se5; 2. Kxc5, Sd3#

W-> 1. Be7+, Se5; 2. Kxf6, Sd7#

h#2 Duplex 9+10
 Superpins

There was no set theme at Andernach in 1997, so I was free to work in my favourite Fairy form in the heartland of Fairy Chess. I was very pleased to get this difficult scheme to work so well in the time available. There are cross-batteries which intersect at e5; each one is opened by a distant self-block, giving check; the check is defended by an S self-pinning on e5 and granting a sacrificial flight along the battery line; the K accepts the sacrifice, thereby pinning his own line-piece and consequently unpinning the opposing S; the freed S then delivers mate by a double-checking switchback. The strategy is exactly matched in both parts.

Problemist 1996
10th Commendation



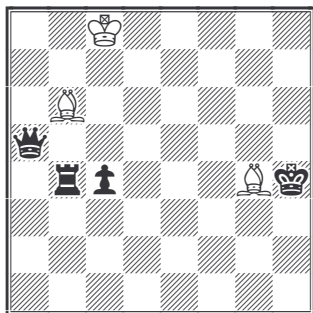
B-> 1. Rf5, Kc3; 2. Ke6, Rxc4#

W-> 1. Bxe3, Ka5; 2. Kf4, Bd6#

h#2 7+11
Superpins

Black has to start by blocking a square which is already guarded by a WS which is not going to move (anticipatory self-block); in opening the indirect royal battery the WK has to choose the square where he will be granting the BK a flight by pin of that WS (anticipatory self-pin); the BK then takes that flight (completing the pin); finally mate is delivered across the BK's original square, although there are (in both parts) 4 black men which could intervene there - but not without unpinning the WS with self-check. (The 4-fold effect is not just self-indulgence, since all the frustrated black men are essential for soundness.) I regard this as my most subtle and satisfying Superpins. In the first Norman Macleod Award (for originality) it was named as a runner-up to the brilliant but too-short-lived Gabor Cseh.

Andernach Th Ty 1994
4th Place



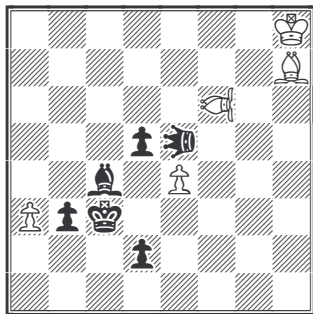
B-> 1. Qc5+, Kd7;
 2. Qd4+, Ke6;
 3. Qe3+, Kf5;
 4. Qf2+, Bxf2#

W-> 1. Bf2+, Kg5;
 2. Be3+, Kf6;
 3. Bd4+, Ke7;
 4. Bc5+, Qxc5#

h#4 Duplex 3+4
Ultra Schachzwang

In a U/S h# every black move must be a check (every white move, of course, in the 2nd part of a duplex). In these 2 checking chases BQ and WB first move in one part to the square where they are captured in the other, and they progress along the same diagonal in opposite directions in the 2 parts. All moves are diagonal, but the BQ's checks are vertical, which adds variety and leads to 2 quite dissimilar model mates. One of my few worthwhile miniatures.

USPB 1996



B-> 1. Cxf6[wS], Cxd5[bB]; 2. Cxe4[wR], Ce5[wQ]#

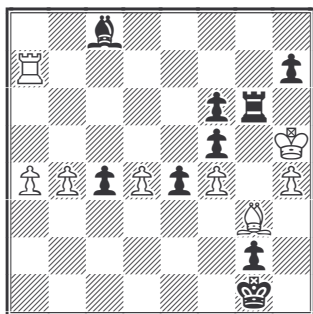
W-> 1. Cxe5[bR], Cxe4[wQ]; 2. Cxd5[bS], Cf6[bB]#

h#2 Duplex 5+6

Andernach: Chameleons e5,

A difficult theme set at Andernach, where I discovered this idea, but not a decent setting. Chameleons change their nature cyclically on every move (S-B-R-Q-S etc), and in Andernach Chess they also change colour when they capture. In the diagram each would be giving check (not mate) if it was the opposite colour, and each travels the same closed circuit (but in opposite directions), returning to its starting square in its original form but the opposite colour after 3 captures. This is now mate in each case because captures of the 2 Ps have opened 2 diagonal lines. A very economical find.

Die Schwalbe 1996



B-> (a) 1. Ba6, Rxa6[b]; 2. Rxa4[w], Ra1#

(b) 1. Bb7, Rxb7[b]; 2. Rxb4[w], Rb1#

(c) 1. Bd7, Rxd7[b]; 2. Rxd4[w], Rd1#

W-> (a) 1. Ra6, Bxa6[w]; 2. Bxc4[b], Be2#

(b) 1. Rb7, Bxb7[w]; 2. Bxe4[b], Bf3#

(c) 1. Rd7, Bxd7[w]; 2. Bxf5[b], Bg4#

h#2 Duplex 8+9

3 Solutions

Andernach

An Andernach triple reciprocal capture (with associated changes of colour) accommodated in a 3-solution duplex. This was composed for the WCCT, but failed to find favour with the selectors - or indeed anyone else. The play is, of course, on the repetitive side, but I was amazed that it could be fitted into the chessboard at all. It is here because it is a personal favourite. Not only is it one of my few task achievements (I have never come across any other 3-solution duplex), but I love that phalanx of Ps shoulder to shoulder, not, as is more usual, an impenetrable barrier, but an array of friendly stepping-stones, precisely placed to assist the opposite colour.