BROODINGS... N° 16: December 2003

brood: to ponder morbidly
or persistently

[Collins Dictionary]

New chess problems
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First, please note that the above address still applies for the time being. Moving house is more complicated than we thought…

Meanwhile brooding continues. This is the eighth issue this year, and not all the problems are complete rubbish, at least I hope not. The hopping animals have all been explained in previous *Broodings* but the archbishop is new to these pages. It is a reflecting bishop which may reflect only once on each move. Thus in n°12 the archbishop may move via d8 to a5 but not to b4.
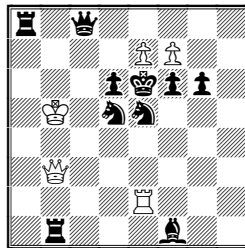
Seasonal Greetings to all readers, especially those whom I have never met.
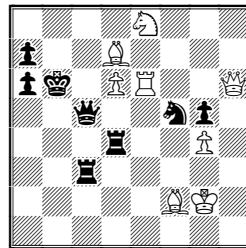
1. not an Allumwandlung!
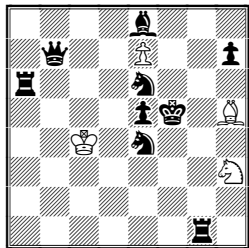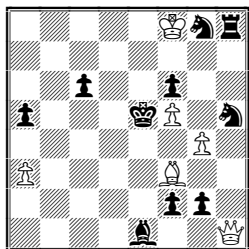

h#2 2 sols b)♞e6>g5
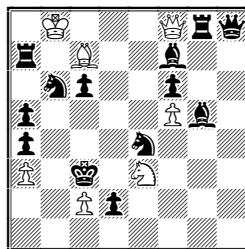
2. also not!

h#2   2 solutions

3. what it appears

h#2   2 solutions

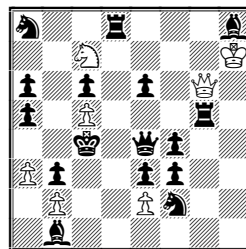**4.** arrival square alphabet soup

h#2   2 solutions
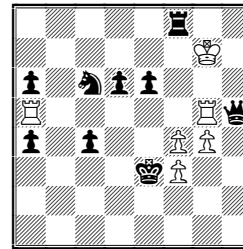b)♝c6>b6 c)&♚>d3

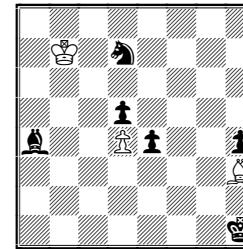**5.** possibly not what it appears?

h#2   2 solutions

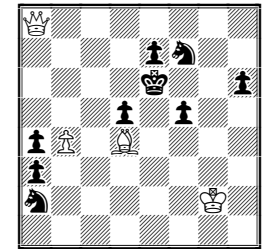**6.** stepping out

h#2   b)♝b1>c2
c)♟c6>c2

7. mis-leading?

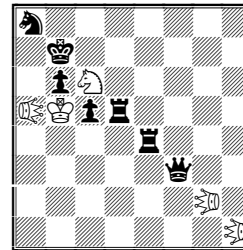h#3   b) −♟d6

8. dead / useless?
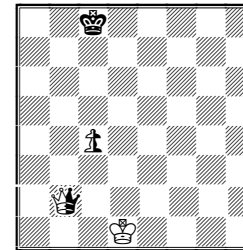

h#5½ 2 solutions

9. out to grass

sh#6 b)−♞f7 c)&−♟e7
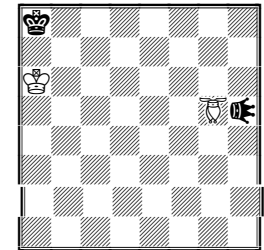
10. echo of last time

h#2 3 sols Circe
Kangaroos & Locust

11. ortho-/diagonal matching #s

h#4   b)♟c4>c6
Circe; b2=Locust

12. take what you can

h#5   Circe
Archbishop &
Locust

SOLUTIONS TO BROODINGS 14:

1 1.Sc5 Rh5 2.Kd4 Bxc5#, 1.Bc4 Bb8 2.Kc5 Qxc4# & 1.Sd4 Qb2 2.Kc4 Rxd4# A white piece cycle combined with a mixed arrival cycle on d4, c5 & c4   **2** 1.Sg8 fxg8S 2.Qxf6 Sxf6# & 1.Qe8 fxe8Q 2.Sxg6 Qxg6#   **3** a) 1.Ke6 Rd2 2.Qe4 Bc4# b) 1.Kg6 Bd2 2.Qe4 Rg3#   **4** 1.Kc4 Sd4 2.Kc3 Bc4 3.exd4 Rc1# & 1.Ke4 Sg3 2.Kf3 Re4 3.hxg3 Bg2# The BK crosses squares required by the WB & WR.   **5** a) 1.Rc7 (Rb7?) Sb3 2.Ba8 Sd4 3.Rbb7 Rg1# b) 1.Rb7 (Rc7?) Sc3 2.Bb8 Sxe2 3.Sc7 Rxf4# Black must avoid self-interference.   **6** 1.Ra2?/Rc7? 1.Rc2 Kd5 (Ke6?) 2.Rc6 bxc6 3.Rg1 c7 4.Sg3 c8Q 5.Kh1 Qh3# & 1.Ra7 Ke6 (Kd5?) 2.Ra6 bxa6 3.Kh3 a7 4.Rh2 a8Q 5.Sf2 Qf3# The combination of total and partial dual avoidance is unusual in a long h#.   **7** 1.Se3 K͏f2 2.Re6 Qf4# & 1.Ra5 K͏a1 2.Se7 Bc3# The black first moves are made irreversible by the K͏.   **8** 1.Ke5 cxb8L 2.Qf4 Gg3# & 1.Kc4 c8L 2.Qc3 Gc1# Pin transference   **9** 1... Gh5 2.Ke5 Gxh4 3.Lxd5-c4 Lxc4-d5# (4.Lxf4-f5??) & 1... g5 2.Kf3 Gh5 3.Lxe2-d2 Lxd2-e2# (4.Lxg5-g4??) I wanted the G play specifically to prevent intervention from the otherwise idle black locust in each solution, which made this very difficult to construct.   **10** a) 1.Rd2 2.Rb2 3.Ga2 4.Rb7 5.Gha7 6.Rb6 Kxb6# b) 1.Rxa2 2.Ga1 3.Rf2 4.Rf7 5.Gg7 6.Rxg7 Rxg8#   **11** 1.Sb7 2.Sd6 3.Ef7 4.Ef5 5.Sxf5 6.Sh6 7.Ef4 Kg6# & 1.Se6 2.Eh7 3.Kxh7 4.Eh6 5.Kh8 6.Sf8 7.Ed6 Kf7# This simple echo was hard to obtain without duals.   **12** 1.NBg7 2.Kh2 3.Kg3 4.NEh1 5.Kh2 6.Kxh1 7.NEf6 8.NBxf6 9.NBe7 10.NEd6 NBxd6# The idea was the Circe paradox of changing the equihopper's square colour from right to wrong and back again.