BROODINGS…   N° 18: May 2004

brood: to ponder morbidly
or persistently

[Collins Dictionary]

New chess problems
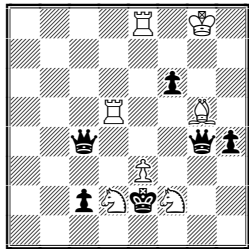by C.J.Feather
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Although the two queens in n° 1 are not justifiable, I used them anyway… In some of the problems irritating white pawns are needed just to stop cooks, but a few are quite active. The star performers, however, are the locusts (grasshoppers which capture the pieces over which they hop). One way to control their voracity is to use Circe. That way a piece like the knight in n° 11 can cover a lot of ground! Please do not expect a thematic link between the two parts of n° 12 – just making this twinning work is hard enough!

If you have not recently contacted me, would you please do so (however briefly) to confirm that you would like to receive future *Broodings*? Thank you.
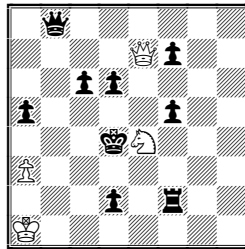
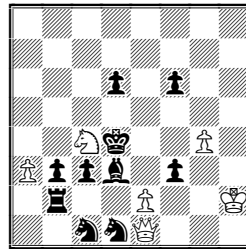Best wishes to all, and special greetings to new readers.

1.   which one?

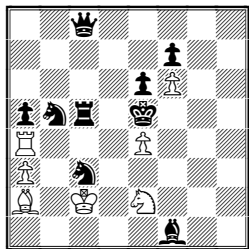

h#2   2 solutions

2.   square dance

h#2 b)-d)N>c3/g3/a2
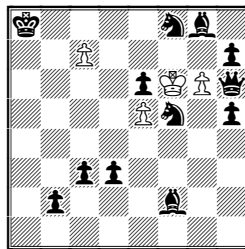
3.   no surprises – or twinning!

h#2   4 solutions

4.   assault and battery
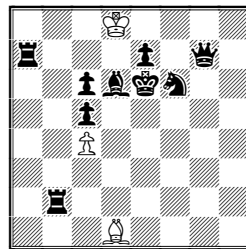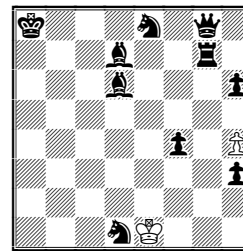

h#3   2 solutions

5.   tread carefully, madam!

h#3½   b) −♗f2

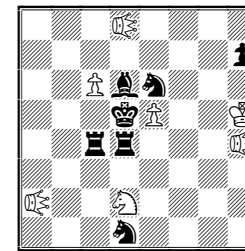**6.**   solving puzzle only

h#4½   b)♗d6>h4

7.   how to get there?
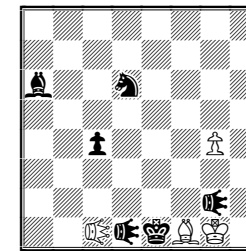

h#5 b) ↻:a1=>h8

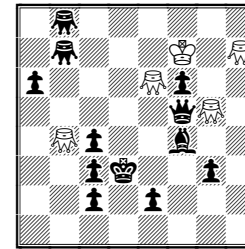**8.**   pins, but where?

h#2   b)♔h4>h6
Locusts

9.   shuttle service
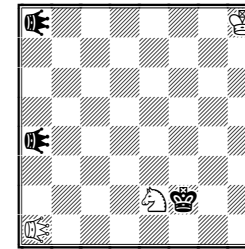

h#2   3 solutions
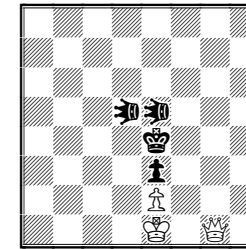Circe; Locusts

10.   interference

h#2½   2 solutions
Grasshoppers

11. there's a big hint in the text!

h#5   2 solutions
Circe; Locusts

12. ♔'s #-squares v26 apart

sh#14* b) a1=>b1
Kangaroos

SOLUTIONS TO BROODINGS 16:

1 a) 1.Bd7 e8Q 2.Kf6 Qf7# & 1.Bc6 e8S 2.Sf6 Sd6# b) 1.Bd7 e8S 2.Rf6 Sg7# & 1.Bc6 e8Q 2.h6 Qg6# First moves aA+bB=>aB+bA.   **2** 1.Kxf7 e8R 2.Sd3 Re7# & 1.Kxe7 f8R 2.Sb4 Qf7# There was wild praise for this corny idea. People do like the familiar!   **3** 1.Qxd6 Qf8 2.Qxe6 Qb4# & 1.Rxd6 Qh2 2.Rxe6 Qc7# **4** a) 1.Bc3 Qb1 2.Bd4 Qb8# & 1.Bd2 Qc1 2.Bf4 Qc5# b) 1.Bc3 Qc1 2.Bd4 Qc7# & 1.Bd2 Qd1 2.Bf4 Qd5# c) 1.Bc3 Qd1 2.Kc4 Qd5# & 1.Bd2 Qb1 2.Ke3 Qe4# First moves cycle aA+bB=>aB+bC=>aC+bA.   **5** 1.Sc8 Bxa5 2.Rxa5 Qb4# & 1.Be8 Qxf6 2.Sxf6 Be5# Easy, everyone said.   **6** a) 1.Qe5 Qxb1 2.Rd4 Qc1# b) 1.Qd5 Qxc2 2.Bc3 Qxc3# c) 1.Qd4 Qe8 2.Rxc5 Qa4# This idea is really too hard for me.   **7** a) 1.Kxf4 Rc5 2.Qd5 Rxc4 3.Ke5 Re4# b) 1.Kd4 Rb5 2.Qc5 Rb7 3.Kd5 Rd7#   **8** 1…Bf1 2.Sc5 dxc5 3.e3 c6 4.e2 c7 5.exf1R c8Q 6.Rg1 Qh3# & 1…Bg4 2.Se5 dxe5 3.Be8 e6 4.Bf7 exf7 5.h3 f8Q 6.h2 Qf1#   **9** a) 1.Sc1 3.a1B 6.Bd6 Qc8# b) 1.Sc3 3.a1Q 6.Qf7 Qc6# c) 1.Sxb4 3.a1R 6.Rd6 Qe8# Who knows whether this has been shown before in a sh#?   **10** 1.Qc3 Lxg2-d2 2.Qc8 Lxd5-d6#, 1.Rd2 Lxd2-e1 2.Rc8 Lxe4-e5# & 1.Rb4 Lxb4-c3 2.Rc8 Lxf3-g3#   **11** a) 1.NPc3 NLxc3-d4 2.NPc5 NLxc5-b6 3.Kd7 NPc8=NR 4.NRc6 NLxc6-d6# b) 1.Kc7 Ke1 2.Kxc6 Kf1 3.NPc1=NB NBe3 4.NBb6 NLxb6-b7# This met with incomprehension. People do hate the unfamiliar! Nevertheless it is miles better than any of the other problems here. It's also hard to do without cookstoppers, and with the pawn promoting on the further side each time, as I wanted.   **12** 1.Lxg5-f5 (A>g8, not c1!) Axf5 2.Lxf5-f6 Ae7 3.Lxe7-d8 Ad7 4.Lxd7-d6 Ac7 5.Lxc7-b8 Ag2#