1. my 820th h#2

h#2   2 solutions

2. parallel lines

h#3   2 solutions

3. tempo?

h#3½   2 solutions

4. kindly stand aside

h#4½   2 solutions

5. square circles?

h#6   b) a4=>♝

6. pinmates
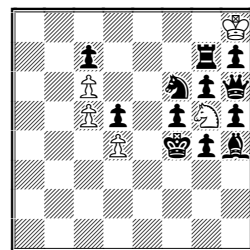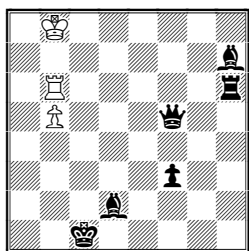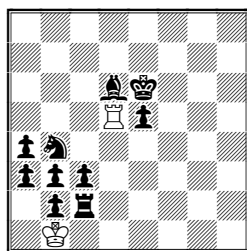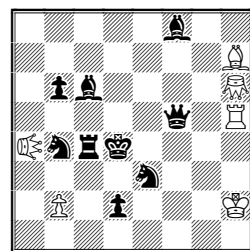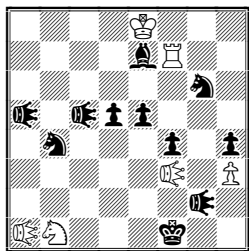

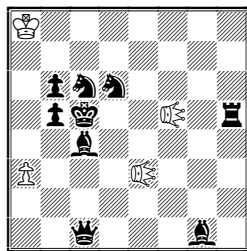
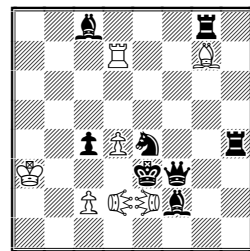h#2   2 sols Lion a4

7. ♞reborn on g1 stops check!

h#2 Circe 3 sols Locusts

8. switchbacks

h#3   2 sols Lions

9. no switchbacks!

h#3 b)♞>f4 Kangaroos

From now on solutions will be given in the same issue as the problems. Catching up with them (see below) restricts the space for diagrams, but the plan is to revert to 12 problems next time. The unorthodox forms have all been explained in previous issues. Best wishes to all!

SOLUTIONS TO BROODINGS 17, 18 & 20:

[17]
1 a) 1.Kd3 Qb4 2.Sxe3 Be4# b) 1.Kf5 Qg7 2.Be6 e4# c) 1.Kxe3 Kg2 2.Rd2 Qe4# 3 delayed-FML mates on e4   **2** 1.Bb8 Rb7 2.Sg6 Sh5# & 1.Sf3 Re4 2.Bg6 Se8#   **3** a) 1.Be4 Rxb6 2.Kd5 Re6 3.Qc5 Bxe4# b) 1.Re6 Bxb7 2.Kd6 Bc6 3.Qc7 Rxe6#   **4** a) 1.Qxb3 (Bxb7?) Kc5 2.Qe6 Be1 3.Bc4 Bg3# b) 1.bRxb4 (aRxb4?) Kd3 2.Rf4 Rb7 3.Rc4 Re7#   **5** a) 1... Bf5 2.Qf3 Bh3 3.Qf7 exf7 4.Ke1 f8Q 5.Sh4 Qf1# b) 1... Bf3 2.Qh5 Bxd1 3.Qf7 exf7 4.Ke1 f8Q 5.Kxd1 Qf1#   **6** a) 1.Re8 Ka2 2.b1B Kxa3 3.Be4 Kb4 4.Bc6 Kc5 5.Kd8 Kd6 6.Be8 Bh4# b) 1.Re3 Kc2 2.Re2 Kd3 3.Rc2 Ke4 4.b1B Kf5 5.Ba2 Kg6 6.Bg8 Bd4#   **7** 1.Ba4 b4 2.Qe8 b5 3.Qc6 bxc6 4.Bb5 c7 5.Be8 c8Q 6.Bh5 Qd8#   **8** 1... Qf1 then 1.Sb7 2.0-0-0 4.Ka8 5.Rb8 Qa6# 'W> & sh#' with a free WQ is not easy!   **9** 1... Bh7 2.Qh5 K♚h8 3.Qe5 Rd4# & 1... Rg4 2.Qg5 K♚g3 3.Qe3 Bd3#   **10** a) 1...Bd4#1.Lxc5-b4 Ka4 2.Lxc1-d1 Bb2 3.Lxb2-b1 Bb2 4.Lxb2-b3 Ka3 5.Lxc1-b1 Bb2# b) 1...Bc3# 1.Lxb4-b5 Be3 2.Kb1 Bc5 3.Lxc5-b4 Bd2 4.Ka1 Bxb4 5.Lxb4-b3 Bb2#   **11** 1...Lxg5-f5# 1.Gd5 2.Gf5 3.Kf6 4.d5 5.d4 6.Ke6 7.Kd5 8.Gc5 9.Ke4 10.Ge3 11.Gg5 Lxg5-f5# Locusts are hard to use in sh#s.   **12** 1... Be8# 1.Kxh5 4.Ke5 5.K♚d4 6.K♚c3 8.Kc5 9.K♚c8 10.K♚c4 12.Ke4 13.K♚f4 14.K♚g4 15.Ke5 16.K♚b8 17.Kf4 18.K♚g3 20.Kg2 21.K♚g1 23.Kf4 24.K♚b8 25.Kg3 26.K♚h2 28.Kh1 Bc6#

[18]
1 1.cQd4 Rf5 2.Qg1 exd4# & 1.gQf4 Bxh4 2.Qa2 exf4#   **2** a) 1.Qb6 Sxd6 2.Kc5 Qe5# b) 1.f6 Qaa7 2.Ke5 Qe3# c) 1.f4 Qf6 2.Ke3 Qc3# d) 1.d5 Sc1 2.Kc3 Qc5# BK star with square cycle as shown **3** 1.Sf2 exd3 2.d5 Qe3#, 1.f2 e3 2.Ke4 Qh1, 1.c2 e4 2.Kxc4 Qb4# & 1.Bc2 exf3 2.Kd3 Qe4# Some folks wanted a BK cross too, but they forgot to tell me how to do it...   **4** 1.Sxe4 Rc4 2.Kd5 Bb1 3.Kxc4 Ba2# & 1.Sxe2 Bc4 2.Kd4 Rxa5 3.Kxc4 Ra4#   **5** a) 1... c8S 2.Qc1 (Qd2?) gxh7 3.Ba7 hxg8Q 4.Bb8 Qg2# b) 1... c8B 2.Qd2 (Qc1?) g7 3.b1R gxf8Q 4.Rb8 Qa3# The AUW was quite incidental. **6** a) 1... Bf3 2.Rb5 cxb5 3.Be5 bxc6 4.Kd6 c7 5.e6 c8S# b) 1...Ba4 (B~?) 2.Sd5 cxd5 3.Kf7 d6 4.Rf2 dxe7 5.Rf6 e8Q# The first move in b) is very naughty – sorry!   **7** a) 1.Rf7 (Rh7?) h5 2.Qg6 hxg6 3.Bc8 g7 4.Ra7 g8Q 5.Sc7 Qxc8# b) 1.Rb8 (Rb7?) Ke7 2.Qb6 axb6 3.Sc7 bxc7 4. Rg8 c8Q 5.Rg1 Qh3#   **8** a) 1.Ra4 Lxa4-a5 2.Bxe5 Lxd4-c4 b) 1.Bb8 Lxb8-a8 2. Rxc6 Lxe6-d6# Double pin mates **9** 1.Lxg4-h5 Bxc4 2.Sxc4 Bd3, 1.Lxg4-g5 Bd3 2.Kxd3-d4 Be2 & 1.Sb5 Be2 2.Lxe2-f3 Bxc4# The constant rebirths of the B on f1 (preventing check from the locust on c1) enable a white move cycle. **10** 1... Gg4 2.Qd7 hGe7 3.Qb5 Ga3# & 1... Ge1 2.Bc7 gGe7 3.Bb6 Ga3#   **11** 1.Kg2 Sg1 2.Kf1 Sf3 3.Lxf3-g2 Sa3 4.Lxa3-a2 Se2 5.Lxe2-f2 Sc3# & 1.Kxe2 Kh7 2.Kf1 Sa3 3.Lxa3-a2 Sf3 4.Lxf3-g2 Sd2 5.Lxd2-e2 Sh3# As in 9, the constant white rebirths, this time on g1 & b1, nullify the checks from the white L . Tempo moves by both Ks were needed to get the two solutions to blend.   **12** a) 1... Qg4# 1.K♚xe2 2.K♚e5 3.Kf5 4.K♚g5 5.Kf4 6.K♚d2 7.Ke4 8.K♚e2 10.Kc2 11.K♚b2 12.K♚a2 14.Ka1 Ke2# b) 1... Qh4# 1.K♚xf2 2.K♚f5 4.Kd5 5.K♚c5 6.K♚b5 7.Kd4 8.f2 9.K♚g1 10.Kc5 11.K♚b6 13.Ka5 14.Ka6 Qa8#

[20]
1 1.Re5 Rf3 2.Qe3 Qxa8 & 1.Sf4 Qf6 2.Qd4 Rxa8#   **2** 1.Be2 e6 2.Kd3 Ra3 3.Bc3 Rxc3# & 1.Re2 c5 2.Ke3 Bh6 3.Rf4 Bxf4# A maximum number of pieces in the way!   **3** 1... Sf7 2.Sd7 Sd8 3.Se5 dxe5 4.Kg5 Se6# & 1... Se4 2.Rd7 cxd7 3.dxe4 d8S 4.Kg5 Se6#   **4** 1... Rb7 2.Ra6 bxa6 3.Qc2 a7 4.Qd1 a8Q 5.Bc2 Qa3# & 1... Rc6 2.Rxc6 b6 3.Qa5 b7 4.Qa8 bxa8Q 5.Rc2 Qa1#   **5** a) 1.Sc6 Rb5 2.Sa5 Rxb3 3.Kd5 Rb6 4.Kc4 Rxd6 5.Kb3 Rxd5 6.Sc4 Rb5# b) 1.Be8 Ra5 2.Kd7 Rxa3 3.Kc6 Ra8 4.Kb5 Rxe8 5.Ka4 Rxe5 6.Ka3 Ra5#   **6** 1.Qc2 Lid1 2.Qd3 Gxd2# & 1.Qa5 Lia7 2.Qc5 Gxb6#   **7** 1.Bf8 Rc7 2.Lxc7-d8 Sa3#, 1.Sf8 Rg7 2.Lxg7-g8 Sd2# & 1.Bd8 Re7 2.Lxe7-f8 Sc3# Locusts can be quite hard to shift.   **8** 1.Rh4 Lixb5 2.Rf4 eLig5 3.Bd4 Lif5# & 1.Bh2 Lixb6 2.Bf4 fLif2 3.Rd5 Lie3# **9** a) 1.Sxd2 Rd6 2.Be6 K♚e7 3.Rf4 Rxe6# b) 1.Sxe2 Bf6 2.Rg5 K♚h6 3.Re4 Bxg5# The kangaroo prevents the S's return in each mate.