

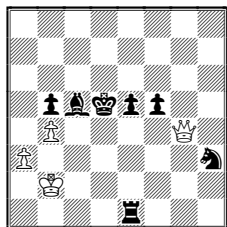


BROODINGS... N° 23: February 2005

brood: to ponder morbidly
or persistently
[Collins Dictionary]

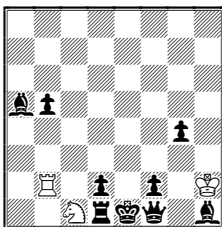
New chess problems by C.J. Feather
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[cfeather@ukonline.co.uk]

1.



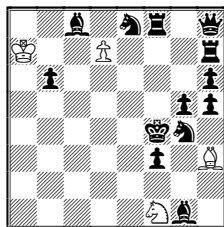
h#2 b) ♖a3>f2 c)>g2

2.



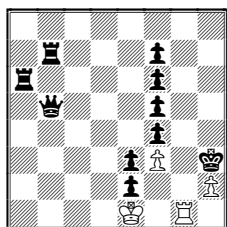
h#2 b/c) b2=> ♗/♘

3.



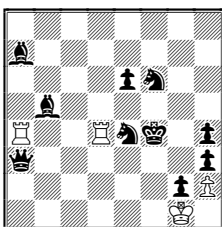
h#2 3 solutions

4.



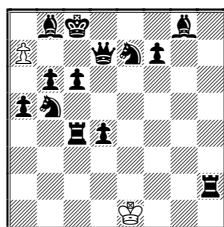
h#3 3 solutions

5.



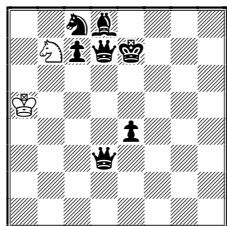
h#3 2 solutions

6. Madmen running around?



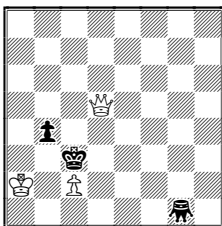
h#4 2 solutions

7. Take care with White's 3rd!



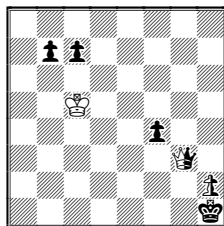
h#5 (♔♕) 2 sols

8. Maximum distance?



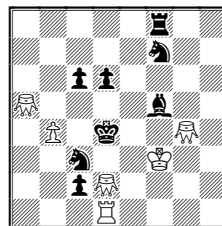
sh#22 *

9. Interventions from afar



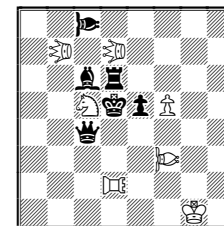
sh#7 2 sols Circe; Neutrals

10. TF-problem



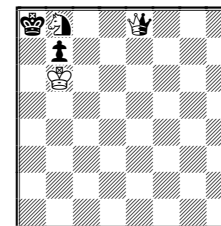
h#2 b) ♜c3>b3
c) & ♚d6>d7
d) & ♞f7>e7

11. Shuttle service



h#3 2 solutions
♞/♟=B/R-Locust
♞=Kangaroo

12. Active kings!



h#4 b) - ♚b7
Circe; Neutrals

All the strange animals have been explained previously, except the B/R-Locusts which are simply locusts using only B- or only R-lines. Thus in **11** the pieces on d2 and f3 pin those on d6 and c6. The grasshopper problems (**8** & **10**) are the easiest of the unorthodox ones; however the rather harder **9** is my own favourite among the twelve.

Many thanks to several readers who have mentioned *Broodings* and/or quoted some of the problems. And of course best wishes to all!

SOLUTIONS:

1 a) 1.Bd4 Kc2 2.Kc4 Qg8# b) 1.Re4 Kb3 2.Kd4 Qd1# c) 1.Sf4 Kc3 2.Ke4 Qf3# Throwaway ASPs; the 3-in-a-row aspect may be novel.
2 a) 1.Qe2 Rxd2 2.f1R Rxe2# b) 1.Qd3 Kxh1 2.f1S Sxd3#
c) 1.Qc4 Be5 2.f1B Bg3# **3** 1.Bb7 dxe8Q 2.Sf2 Qe3#, 1.Sg7 d8Q 2.Se3 Qd4# & 1.Sc7 dxc8Q 2.Sf6 Qf5# **4** 1.Qe8 Rg5 (Rg6/Rg7?) 2.Qg8 Rxf5 3.Qg2 Rh5#, 1.Ra8 Rg6 (Rg5/Rg7?) 2.Rg8 Rxf6 3.Rg2 Rh6# & 1.Rb8 Rg7 (Rg5/Rg6?) 2.Rg8 Rxf7 3.Rg2 Rh7# The white second moves are hideaways, not tempo moves.
5 1.Ke5 Rac4 (Rab4?) 2.Sf2 (Sc5?) Rg4 3.Qd6 Rg5# & 1.Kf3 Rab4 (Rac4?) 2.Sc5 (Sf2?) Rxh4 3.Be2 Rxh3# **6** 1.Kb7 a8B 2.Ka6 Bxc6 3.Ba7 Bxd7 4.Sc6 Bc8# & 1.Kd8 axb8B 2.Ke8 Bxh2 3.Kf8 Bf4 4.Qe8 Bh6# The "hint" is a reference to the French and German names for B.
7 1.Qe8 Kb4 2.Kd7 Ka4 3.Be7 Sc5 (Sa5? Sc6?) 4.Kd8 Ka5 5.Qdd7 Sb7# & 1.Ke8 Sc5 2.Be7 Sxe4 3.Kd8 Sd6 (Sc5?) 4.Qg6 Ka6 5.Qge8 Sb7# Round trips by both S and K with (I hope) interesting motivations. Avoiding the use of two Qs seems to require much more material.
8 1... Qd3# 1.Kxc2 2.Kc1 3.Gb1 4.Kc2 5.Gd3 7.Ke3 8.Gf3 9.Kf4 10.Gf5 12.Kf6 13.Gf7 14.Ke7 15.Gd7 17.Kc7 18.Gb7 19.Kb6 20.Gb5 22.Ka4 Qa8# Lighter but less complete in gyration is Kb4 Qd5 Rb2 // Ka1 Gh8, sh#21* (or without the R as a 4-piece sh#21). **9** 1.NQh4 2.Kg2 3.NQe1 4.Kh3 5.NPh1NB 6.NBd5 7.NQf2+ Kxd5# & 1.NQb3 2.Kg2 3.NPh1NR 4.NRd1 5.NRd4 6.Kh1 7.NQg8 Kxd4# In my view some further neutral-specific strategy was needed, to enhance the K-mates. Hence the manoeuvres in which the NQ goes in two moves to a square accessible in one.
10 a) 1.c5 Gd5 2.Kd3 Gd4# b) 1.Kc4 Gd7 2.d5 Rd4# c) 1.Be6 Gxd7 2.Bc4 Gd5# d) 1.Ke5 Gd8 2.d6 Rd5# Mates by both battery pieces going to d4 and d5. **11** 1.BLxb7-a6 Ksd4 2.Rd7 Ksd8+ 3.Rd6 Sd7# & 1.BLxd7-e6 Kse4 2.Bb7 Ksa8+ 3.Bc6 Sb7# **12** a) 1.NQe2 Kc5 2.Kxb8 Nsf3 3.Kc7 NSd4 4.NQb5+ NSxb5# b) 1.NQe3 Kb5 2.Kb7 NSc6 3.Kc8 Ka6 4.NQa7+ NSxa7#