# BROODINGS...   N° 27: October 2005

brood: to ponder morbidly
or persistently
[Collins Dictionary]

New chess problems
by C.J.Feather
10 Tinwell Road GB-STAMFORD PE9 2QQ
[cfeather@ukonline.co.uk]

This time there are no orthodox helpmates in 2, but there are a couple of not very exotic unorthodox problems of this length. Grasshoppers hop on Q-lines over one piece of either colour to the square immediately beyond; and kangaroos do exactly the same except that two intervening pieces are required. In Circe, captured pieces (not Ks) reappear on their game array squares, pawns on the file of capture and pieces according to the colour of the capture square. Although some of the problems here have themes in common, there are also a few items which may surprise people who know my usual style.

Best wishes to all readers. I hope to be with you again by the New Year.

1.
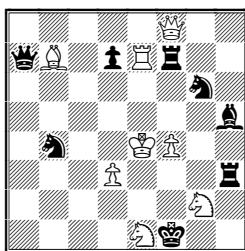
h#2½   2 solutions

2.

h#3   b) − ♙b4

3.

h#3   b) ♘e5>d6

4.
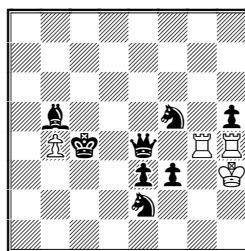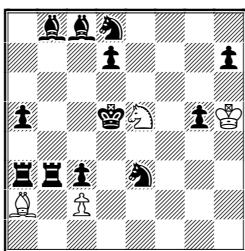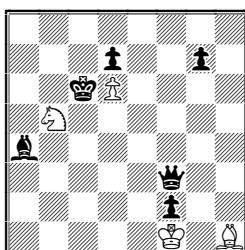
h#4 b) ♘b5>h6 c)>e1

5.
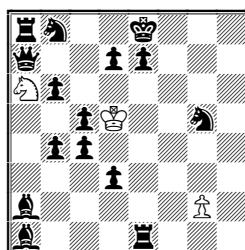
a) h#4 b) theme??

6.
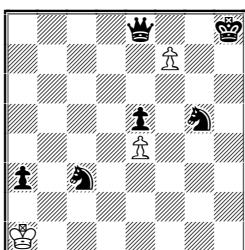
h#4½   2 solutions

7.

h#4½ b) ♙c2<>♟c7

8.

h#4½

9.

h#4½

10.
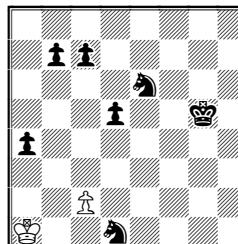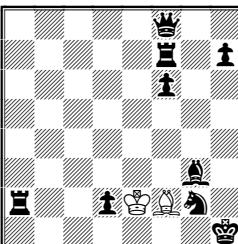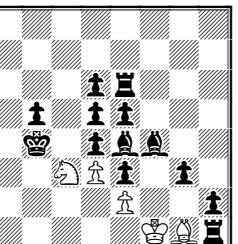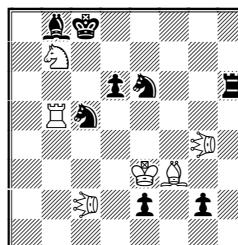
h#2   b) ♗f3>d5
Kangaroos

11.
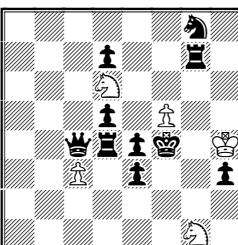
h#2   b) ♙f5>g4
Circe

12.
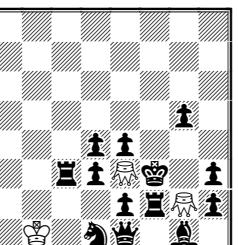
h#3½   2 solutions
Grasshoppers

SOLUTIONS:

1 1…Qe8 2.Rxe7 Kf5 3.Rxe1 Qxe1# & 1…Qa8 2.Qxb7 Kd4 3.Qxg2 Qxg2#   **2** a) 1.Kd5 Kh2 (Rf4?) 2.Qe6 Rc4 3.Sd6 Rc5# b) 1.Kb3 Rf4 (Kh2?) 2.Qc2 Ra4 3.Sc3 hRb4# Essentially an improved version of *Scrapings* 3/₂   **3** a) 1.Kc5 Kh6 (Kxg5?) 2.Rb5 Bb3 3.Kb4 Sd3# b) 1.Kc6 Kxg5 (Kh6?) 2.Rb6 Bd5 3.Kc7 Se8# The dual avoidance has an anticipatory aspect. I toyed with, but rejected, a (C+) 2-solution setting in 3½ moves: 1qs1b3/3pPS1p/8/p2k2pK/8/rrp1s3/B1P4b/8.   **4** a) 1.Kb7 Bg2 2.Qc6 Bh3 3.Qc7 dxc7 4.Ka8 c8Q# b) 1.Kb6 Sf7 2.Qb7 Bc6 3.dxc6 d7 4.Kc7 d8Q# c) 1.Qe4 Sf3 (Sd3?) 2.Qe7 dxe7 3.Kd6 e8Q 4.Bc6 Qe5# Three distinct ways to get rid of a bishop.   **5** a) 1.Be5 Sxb8 2.Qa3 Sxd7 3.0-0-0 Kc6 4.Bb8 Sxb6# b) Valadão theme, with e.p. and a black S-promotion in the retro-play, the last 4 single moves (in reverse order) having been Ke5xSd5, Pe4xd3 e.p.+, Pd2-d4 and Sc3-d5+. Promoting the Ba1 requires too many pawn captures.   **6** 1…f8Q 2.Kh7 Qe7 3.Qf7 Qe8 4.Qf5 exf5 5.Kh6 Qg6# & 1…fxe8Q 2.Kg7 Qh5 3.Sd5 exd5 4.Se6 dxe6 5.Kf8 Qf7# Just echo mates, but I enjoyed controlling the Qs in an open position.   **7** a) 1…c4 2.Kf6 cxd5 3.Ke7 dxe6 4.Kd8 e7 5.Kc8 e8Q# b) 1…c8S 2.Kf4 Sb6 3.Ke3 Sxa4 4.Kd2 Sc5 5.Kc1 Sb3# Paradoxical twins   **8** 1…Be3 2.Qh6 Bf4 3.Kg1 Bg5 4.Qh1 Bh4 5.Bh2 Bf2#   **9** 1…Sxd5 2.Kc5 Sxe3 3.Bc6 Sd1 4.Kd5 Sc3 5.dxc3 e4# Rundlauf ending in sacrifice   **10** a) 1.Sd3 K⁹d1 2.Sc7 Rc5# b) 1.Sf4 K⁹h2 2.Sd7 Be6# K⁹-specific pinmates   **11** a) 1.Rg5 (Rf7?) Sxc4 2.Rxf5 fxe3# b) 1.Sh6 (Sf6?) cxd4 2.Sxg4 Sxh3#   **12** 1…Gg3 2.Ke3 Gxg1 3.Kd2 Ge3 4.dxe3 Gd5# & 1…Gxe4 2.Kg2 Gxe2 3.Kh1 Gg2 4.hxg2 Gh6# Two Rundläufe with Zilahi, exploiting the G's ability to unguard the squares which it vacates.