

# BROODINGS...

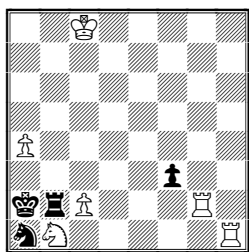
N° 46: September 2008

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First, I have made an improved (?) version of *Broodings* 42/11, still of course dedicated to György Bakcsi: Kf3 Sa7 Sd6 Pb6 Pd2 / Kb8 Pd3 Pe5 Pe6 Chameleon-S a8; seriesh#11 (1.cSc7B 2.cBd8R 3.cRc8Q 4.cQc4S 5.cSxd2B 6.cBc1R 8.d1R 9.Rd5 10.cRc6Q 11.cQa8S Sc6#). Opinions, please!

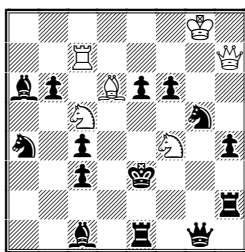
This time we welcome an amusingly-shaped “Colt revolver” original from Juraj Lörinc, with pieces featured in *Broodings* 45. Thank you! As the dabbabariderhopper was introduced in issue 44, the only fairy piece new to *Broodings* this time is the moose (M), a variant grasshopper. This beast reminds me of a story by Jorge Luis Borges, usually translated as *The Garden of Forking Paths*. The M moves on Q-lines like the G, but its path forks at the hurdle, by an angle of 45° to either side of the straight line. Thus in 11, whereas a Gc4 could use the d5 or g4 hurdles to move to e6 or h4, the Mc4 can hop via the same hurdles to d6/e5 and h5/h3 respectively. Best wishes to all.

1.



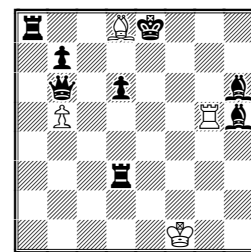
h#2 2 solutions

2.



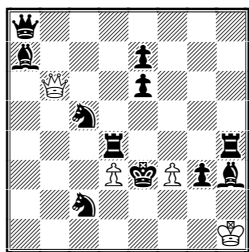
h#2 2 solutions

3.



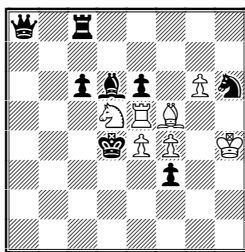
h#3 2 solutions

4.



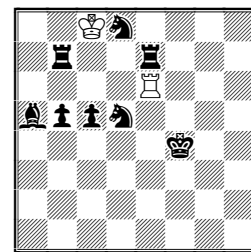
h#3 2 solutions

5.



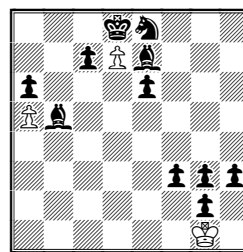
h#3 3 solutions

6.



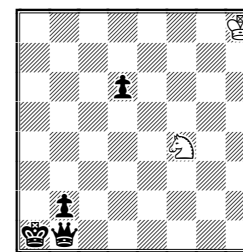
h#4 2 sols b) e6=> ♖

7.



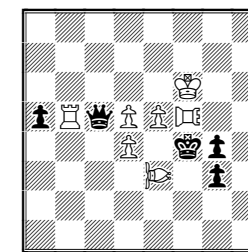
h#5

8.



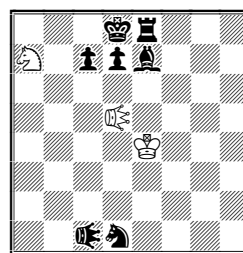
h#6½

9. Juraj Lörinc



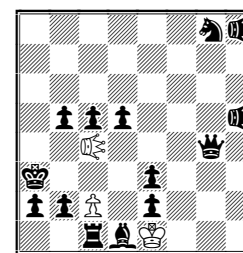
h#2 b) ♖f6>e2  
skylla f5, charybdis e3  
12.

10.

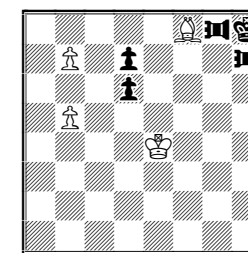


h#2 3 sols 2 moose

11.



h#3½ 3 moose



seriesh#17\*  
2 dabbabariderhoppers

## SOLUTIONS:

1 1.Sxc2 Rhh2 2.Sa1 Rxb2# & 1.Rxb1 Rgg1 2.Rb2 Rxa1# Irrelevant set: 1...Rg3 2.f2 Ra3# 2 1.Kd4 Qd7 2.Bxf4 Bxf4# & 1.Kd2 Rd7 2.Qxc5 Bxf5# 3 1.Kd7 Bxb6 2.Rd8 Rg8 3.Kc8 Rxd8# & 1.Qxd8 b6 2.Qd7 Ra5 3.0-0-0 Ra8# Long castling, the slow way and the quick way. 4 1.Rdg4 Qxc5 2.Kf4 Qxe7 3.Be3 Qf6# & 1.Sb7 Qxd4 2.Kxf3 Qxh4 3.Bf2 Qe4# Hidden selfblocks by the Ba7 – difficult? 5 1.cxd5 exd5 2.Rc4 Re3 3.Bc5 Rd3#, 1.Bxe5 Bh3 2.Kxe4 Bf1 3.Kf5 Bd3# & 1.Bxf5 Sb4 2.Ke3 exf5 3.Kxf4 Sd3# Cyclic Zilahi with all the mates from d3. 6 a) 1.Sc6/Sf7 Rxc6/Rf6 ... 4.Kc6 Re6# b) 1.Sf7 exf7 2.Ke5 f8Q 3.Kd6 Qxe7 4.Kc6 Qe6# & 1.Rec7 Kxd8 2.Ke5 e7 3.Kd6 e8R 4.Kc6 Re6# 4 round trips, with much repetition. The matrix allows 3 lines in part a (by adding 1.Sb7) but I prefer it this way, if at all... 7 1.Ba4 dxe8B 2.Kc8 Bb5 3.axb5 a6 4.b4 a7 5.Bd7 a8Q# All in the first move. 8 1...Kg7 (Kg8?) 2.Qh7 Kf6 3.b1R Ke6 4.Kb2 Kd5 5.Rd1 Kc4 6.Kc1 Kc3 7.Qb1 Se2# BQ switchback. 9 a) 1.Qxd5 Rb3 2.Qxd4 CYxd4-d5# b) 1.Qxd4 d6 2.Qxe5 SKxe5-d4# Mutual SK/CY battery firings, very witty! 10 1.c5 Mb4 2.Md6 Mf5#, 1.Mb8 Mf4 2.Mc6 Mb7# & 1.Me2 Kf5 2.Mf8 Mg6# Immobilisation of three hurdles. 11 1...Mxh5 2.Qa4 Mc4 3.d4 Mxh8 4.b4 Mc4# The M can do a 2-move round trip, here doubled in successive parallelograms: c4→h5(via g4)→c4(via d5)→h8(via g8)→c4(via d4). 12 Set: 1.b8D# 1.Dxb7 2.Kc8 8.Da8 11.Kxb5 12.Ka4 13.Da2 14.Kb3 15.Db1 16.Kb2 17.Ka1 Bg7#