

# ANDA FAIRY PLANET

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Language Correction, Typesetting and Design: Geoff Foster

## EDITORIAL

This small electronic publication has a special but limited purpose – to demonstrate some of my ideas and inventions (old and new) in Fairy chess composition. In this way, I hope to gradually acquaint readers with some interesting and important (from my point of view) moments and results from my 64 years of work in the field of chess composition. The reader should keep in mind that as a composer I am an ardent supporter of avant-garde ideas and discoveries in Fairy chess, believing it is the future of problem composition as an art. In this regard, I do not intend to have arguments with opponents and this magazine will not publish similar material from other people.

My plan is for ANDA FAIRY PLANET to be published 4 or 5 times a year, in a modest volume of about 6 pages of text and diagrams. I would like to express my heartfelt gratitude to my great friend Geoff Foster, who agreed to help me as language and style editor, reviewer of the text, and typesetter!

ANDA FAIRY PLANET will have as its main focus the publication of my short articles, in which current themes will be demonstrated mainly through my original problems and schemes and, sometimes, with originals by other authors. In addition, the magazine will have a special section “Original Problems Of My Friends”, which will contain problems demonstrating pieces and conditions invented by me in the period from 1962 to the present day. The originals in this section will participate in a special annual tournament (Judge for 2020-21: P.A.Petkov).

The section ‘Pleasant memories from the past’ will contain some of my memorable published problems, both orthodox and fairies.

I will be especially grateful to readers who would like to comment on the articles and problems published here, as well as to express their opinions and suggestions.

*(Note: Regarding many questions from my friends relating to the publication of a substantial book about my overall creativity in composition (with over 2000 problems, as I had planned a long time ago), I am obliged to state with sadness that there are many reasons why such a book cannot be published. There is no real chance for me to publish such a collection during my lifetime. For this reason, I hope that my “electronic” ANDA FAIRY PLANET can to some extent be a less conventional and very brief alternative.)*

A novelty:

## HOPPERS WITH MOVABLE HURDLES (HWMH)

By Petko A.Petkov

### I. INTRODUCTION

In chess composition, pieces of the Hopper family (and its related families) have long been known. A huge number of such pieces are used in modern practice, and nowadays the French program WinChloe provides an opportunity to work with many of them. Of course, these pieces are also richly represented in Popeye.

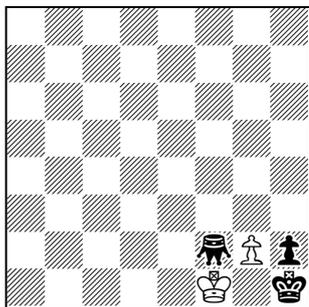
The wonderful BCPS guide *A Glossary of Fairy Chess Definitions*, (<http://www.theproblemist.org/downloads.pl?type=gloss>), by Stephen Emmerson (July 2018), gives the following definition of Hoppers: “Generally, pieces which move by hopping over another unit of either colour, which is unaffected by the move (called the hurdle). All other squares between the start and end square must be vacant.”

Undoubtedly, the most famous and often used piece in this family is “the good old Grasshopper”, which was discovered by the genius T.R.Dawson in 1913, with the first publication being in the *Cheltenham Examiner* newspaper.

For a definition of the Grasshopper, the most detailed (but also the most useful for novice fairy composers), is the one given in Wikipedia: “THE GRASSHOPPER is a fairy chess piece that moves along ranks, files, and diagonals (as a queen) but only by hopping over another piece at any distance to the square immediately

closest. If there is no piece to hop over, it cannot move. If the square beyond a piece is occupied by a piece of the opposite colour, the grasshopper can capture that piece. The grasshopper may jump over pieces of either colour; the piece being jumped over is unaffected.”

Valerian Onitiu  
*Die Schwalbe* 1929



#6  
♠ = Grasshopper

The problem at left is one of the most beautiful early miniatures (only 5 units, which under the current classification is known as a Tanagra). It shows a unique duel between the black G and the white pawn. I have personally demonstrated this small pearl from Valerian Onitiu dozens of times to my student composers, to their great delight. **1.g3! Gh4 2.g4 Gf4 3.g5 Gh6 4.g6 Gf6 5.g7 Gh8 6.gxh8=G#.**

After the appearance of the Grasshopper, hundreds of similar pieces were quickly invented, among which, for example, the pieces of the “Lion Family” deserve special attention. In WinChloe the Lion is described as a “Prolonged Hopper”. Some other pieces have the element “Change of direction at the hurdle” (for example: Moose, Eagle, Sparrow).

However, it should not be forgotten that Dawson himself noted that his famous Grasshopper was inspired by the rules of movement of ancient Chinese pieces (Leo, Pao, Vao ...), which also require a hurdle, but only when they capture.

## II. DEVELOPMENT OF THE OLD IDEA

My main idea is to modify the rules of the pieces of not only the “Hoppers” family, but also other pieces that use hurdles under certain circumstances (for example Leo, Pao, etc.).

The reason for creating a new form of piece of this type is simple: to allow more dynamic play, with greater variety and new effects.

I have been exploring these possibilities for a long time (since 2006), but it was only in the Spring of this year that I sent the first examples to Christian Poisson, who immediately added them to his wonderful WinChloe program. Now one can work with many of these pieces using the new version 3.51. I express my great gratitude to Christian for his attention and assistance!

### General definition of the HWMH pieces:

1. The large family of HOPPERS WITH MOVABLE HURDLES includes all pieces “X” that need (either completely or partially) another piece “Y” (of any type and colour) in order to make a move with or without capture.

2. After a jump of piece X, as a second, compulsory part of the move, piece Y must make a single non-capturing movement (second step), which is further determined by the specific type of HWMH piece. For example, with *Bul* pieces, the second step of Y is an imitative move of X; with *Dob* pieces Y makes the second step according to its own rules of play.

3. The second step is determined by the playing side. If such a second step of Y is impossible then the move of X over Y is illegal.

4. If the hurdle Y is also a HWMH piece then it performs the second step of the move in the same way as a piece of the usual Y kind. A neutral hurdle is considered to have the colour of the moving side.

5. In the role of Y a pawn (including a fairy pawn) must promote when it arrives on its promotion rank, the promotion being chosen by the side that plays with X. In the role of Y a pawn arriving on its first rank can move or capture as a pawn, one step forward.

## III. BULGARIAN PIECES (BUL PIECES)

As already noted, for all kinds of Bul pieces X, a hopping move by X is followed by a second step by Y, which imitates an X move.

Example problems 1-9 will use only 6 types of Bul pieces, which are programmed in WinChloe 3.51. The short definitions from WinChloe 3.51 are as follows:

A) **BUL GRASSOPPER** (code BG): Definition (according to WinChloe, where the French name is *Sauterelle Bul*, code SB): Moves like a Grasshopper ((0,1) + (1,1) Hopper), but the hurdle must also make a Grasshopper move (the move is impossible if it cannot).

B) **BUL LION** (code BLI): Definition (according to WinChloe, where the French name is *Lion Bul*, code LB): Moves like a Lion ((0,1)+(1,1) Prolonged Hopper), but the hurdle must also make a Lion move (the move is impossible if it cannot).

C) **BUL NAO** (code BNA): Definition (according to WinChloe, where the French name is Noctambule chinois Bul, code NCB): Moves like a Noctambule chinois ((1,2) Chinese), but the hurdle must also make a Noctambule chinois move (the move is impossible if it cannot).

D) **BUL LEO** (code BLE): Definition (according to WinChloe, where the French name is Leo Bul, code LEB): Moves like a Leo ((0,1)+(1,1) Chinese), but the hurdle must also make a Leo move (the move is impossible if it cannot).

E) **BUL PAO** (code BPA): Definition (according to WinChloe, where the French name is Pao Bul, code PAB): Moves like a Pao ((0,1) Chinese), but the hurdle must also make a Pao move (the move is impossible if it cannot).

F) **BUL VAO** (code BVA): Definition (according to WinChloe, where the French name is Vao Bul, code VAB): Moves like a Vao ((1,1) Chinese), but the hurdle must also make a Vao move (the move is impossible if it cannot).

(I must note that WinChloe 3.51 also has other types of Bul pieces that are not used in this issue, but they will be explained and demonstrated in subsequent issues. In French the names are Aigle Bul, Elan Bul, Equisauteur anglais Bul, Equisauteur Bul, Moineau Bul, Noctambule-Lion Bul, Rose-Lion Bul, Rose-Sauterelle Bul).

Further note that the new pieces will be demonstrated mainly with light examples that use some elementary, but practically important and fruitful, mechanisms.

1 Here the Se7/BGf8 battery is temporarily deactivated because the bKd6 is not in check from BGf8: the move BGxd6 is illegal due to lack of a G-imitation (a second step) of the Se7, because the squares b7, c5, e4 are occupied. White needs to play with the BGd5/Qd2 battery. I. **1.BGd7(Kd6→d1)#** - mate after a very surprising second step of the bK! ; II. **1.BGd1(Qd2→d7)#** - a second step of the rear battery piece. III. **1.BGb5(Pc5→a5)#** - activation of the Se7/BGf8 battery, now the second step (Se7→c5) is possible, and there follows a mate through double check. Analogously in IV. **1.BGf3(Pe4→g2)#**, V. **1.BGb3(Pc4→f4)#** - closes line of the bB. VI. **1.BGxb7(Pc8=S)#**.

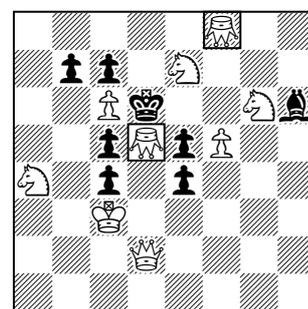
2 This is an example of super activity of the black king, provoked by the neutral BG. **1.Ra2!** [**>2.nBGe4(Ka1)#**] (the nBGe4 guards b1). **1...nBGe7(Pd7→g7)** **2.nBGf4(Kh8)#** (2...nGxf8?? is illegal because Pf7 has no second step!); **1...nBg7(Pf7→c7)** **2.nBGd4(Kb8)#** (2...nGd8?? is illegal). Thematic mates with anti-dual effects. **1...Ke4** **2.nBGe3(Ka8)#**, **1...nBGe4(Ke3)** **2.nBGe2(Ka3)#**. An interesting try is **1.Rd5+?** **nBGe4(Ke3)** **2.nBGe2(Ka3)#**, **1...Ke6** **2.nBGe5(Kc4)#** but **1...Ke4!** and **2.nBGe3??** fails because the wR closes the line for the bK.

3 **1.BGe3(Pb2)!** This is not mate because the wPb2 has no second step, but Black is in zugzwang. The following 4 variations feature specific anti-batteries: **1...exd5** **2.Kd4#** (the second step Pb2→e5 is possible!). Analogously: **1...cxd5** **2.Kb5#**, **1...a4** **2.Kb4#**, **1...a6** **2.Kb6#**. The following two additional variations also have thematic importance: **1...g5** **2.BGe1(Ph6)#**, **1...axb2** **2.Qd1#** (block on b2, now the second step Pb2→e2 is possible). It is interesting to note the 6 model mates!

4 Here a duel between the white king and the black Royal Bul Grasshopper is demonstrated in logical style. **1.Kg4+?** **rBGf5(Ka4)+!** (the second step wK to e6 is of course illegal because of self-check). **1.Kg3+?** **rBGf3(Kc7)!**, **1.Kg2+?** **rBGf1(Ka8)!** If **1.Bd8?** (zz) then after **1...rBGe3(Ka8)** there follows **2.Bb6#** but **1...b3!** **2.Kg4+?** **rBGa3(Pb6)!**; **1.Bc3?** (zz) **1...rBGe3(Ka8)!**; **1.Bd4?** **b3!** Correct is **1.Bb2!** (zz) **1...d5** **2.Kg3#**, **1...b3** **2.Kg4#**, **1...b6** **2.Kg2#**, **1...rBGe3(Ka8)** **2.Bc1#**.

1 Scheme

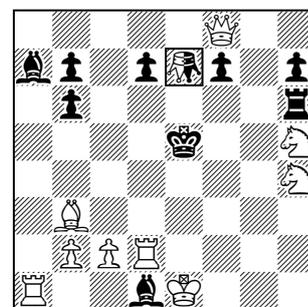
Example problem 1  
D.Petkova-100 MT 2020



#1 6 solutions (9+8)  
Bul Grasshopper

2 Petko A. Petkov

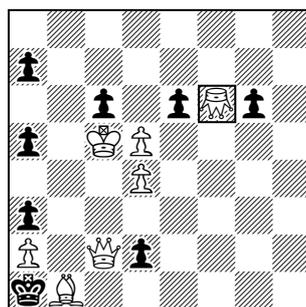
Example problem 2  
D.Petkova-100 MT 2020



#2 (9+9+1)  
Bul Grasshopper

3 Petko A. Petkov

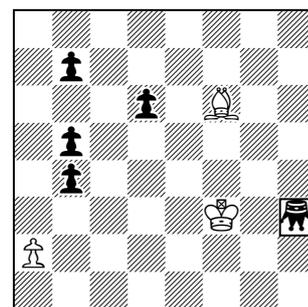
Example problem 3  
D.Petkova-100 MT 2020



#2 (7+8)  
Bul Grasshopper

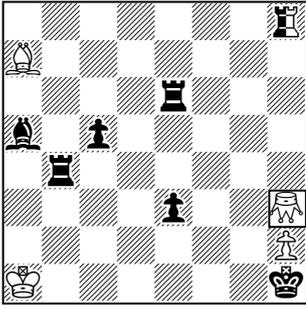
4 Petko A. Petkov

Example problem 4  
D.Petkova-100 MT 2020



#2 (3+5)  
Royal Bul Grasshopper

5 Petko A. Petkov  
ded. to Christian Poisson  
*Julia's Fairies* 2020

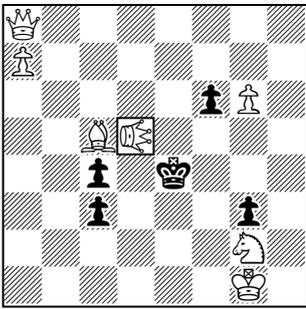


H=4 2 solutions (4+6+1)  
Bul Grasshopper

5 Here the black king is not in check from wGh3, because the hurdle (wPh2) has no second step! Therefore, this construction could be called a potential Bul battery or a deactivated Bul battery. However the deactivated Bul battery has huge potential power, as shown in the solutions. In the beginning, for example, the move 1...Bc7?? is an illegal self-check because now the battery is activated and the second step Ph2→b8 (Q,R...) becomes possible. I. 1.nRc8 nRc7+ 2.Rd6 nRxc5+ 3.Bc7 nRc2+ 4.Rb2 Bxe3=; II. 1.nRg8 nRg3+ 2.Rf4 nRxe3+ 3.Re5 nRe2+ 4.Bd2 Bxc5=. Thematic complex: model pin-stalemates with 4 pinned pieces in each solution, and in total in the two solutions the thematic pieces occupy 8 different squares! An additional motive is the double annihilation of the black pawns c5 and e3 with the goal of opening the line of the wB

The Bul Lion, of course, is a more powerful piece than the Bul Grasshopper, but when Bul Lion is used the specificity of this piece must be emphasised, which provokes long-lasting moves and effects.

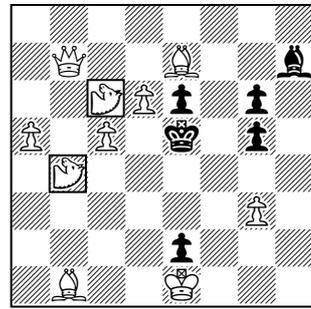
6 Petko A. Petkov  
Example problem 5  
D.Petkova-100 MT 2020



#2 (7+5)  
Bul Lion

6 1.Qc6! [>2.BLI f3(Ka8)#] 1...Kd3 2.BLI d2(Ka6)#, 1...Kf5 2.BLI g5(Kf8)#, 1...Ke5 2.BLI f5(Ka5)#. 1...Kf3 2.BLI b5(Bc8)#. In the threat and first three variations the long Lion step of the bK moves it to a square from where it cannot escape, while in the final variation the long Lion step of the wB enables it to guard g4. 1.BLI b5(Ba5)+? 1...Ke5 2.BLI g5(Kh8)#, but 1...Kd4! Fivefold play of the white BLI/Q battery, combined with super activity of the black king.

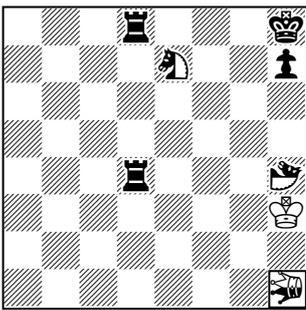
7 Scheme



#2 (10+6)  
Bul Nao

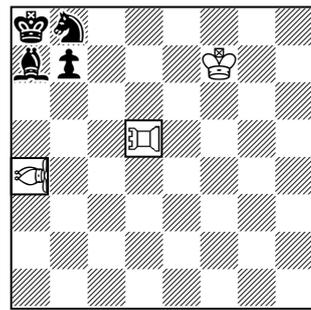
7 Typical play of Bul Nao, combined with an active black king. 1.a6! (zz) 1...g4 2.BN A xg4(Ka7)#, 1...Kd4 2.BN A xe2(Kb8)#, 1...Kd5 2.BN A xh7(Kc7)#, 1...Bg8 2. BN A xg8(Bc3)#.

8 Petko A. Petkov  
Original



H#2 2 solutions (1+4+3)  
Bul Leo Camel

9 Petko A. Petkov  
In Memory of my mother,  
Danka Petkova  
*Julia's Fairies* 2020



H#2 (b) bSb7 (3+4)  
(c) +bSb6 (d) +bSc8  
Bul Vao Bul Pao

8 A light but instructive example which demonstrates reciprocal creation of neutral batteries using a neutral Bul Leo. I. 1.Ra4 nSd5 2.Raa8 nBLExa8(nSf7)#; II. 1.Ra8 nCAg1 2.Ra1 nBLExa1(nCAg5)#.

9 This problem is of the so-called HOTF type [I call this type ANI (2+2)]. In the first duet [(a) and (b)] we have opening of the anti-battery line and black sacrifice. On the mating moves, the Bul Pao/Vao block the black Sb8. (a) 1.Bd4 BPAA5 2.Ba1 BPAXa1(BVAa6)#; (b) 1.Sc5 BVAc6 2.Se4 BVAXe4(BPAC6)#. In the second duet [(c) and (d)], after reciprocal moves of the BPA/BVA on b5, there follow captures which lead to mates by double check and exchange of the starting places of the white Bul pieces. Model mates. (c) 1.Sc4 BVAb5 2.Sa5 BPAXa5(BVAd5)#; (d) 1.Se7 BPAb5 2.Sec6 BVAXc6(BPAa4)#.

#### IV. DOBRICH PIECES (DOB PIECES)

This is another interesting type of HWMH piece, programmed in WinChloe. In regards to the terminology, Dobrich is the name of my hometown (abbreviated Dob). There is, of course, an analogy between Bul and Dob pieces, but Dob pieces in many cases turn out to be much more powerful and strange than their Bul counterparts.

##### Definition:

1. As a kind of the generalised type HWMH, we also have piece X with hopper function and piece Y, which is a hurdle.
2. After a jump of X, as a second, compulsory part of the move, Y must make a single non-capturing movement (second step), but according to its own powers of movement.
3. The second step is determined by the playing side. If a second step of Y is impossible, then the move of X

over Y is illegal. If the hurdle Y is also a Dob piece, then it performs the second step of the move in the same way as a piece of the usual Y kind.

4. In the role of Y a pawn (including a fairy pawn) must promote when it arrives on its promotion rank, the promotion being chosen by the side that plays with X.

The short definitions of some Dob pieces from WinChloe 3.51 are as follows:

A) **DOB GRASSHOPPER** (code DGR): Definition (according to WinChloe, where the French name is Sauterelle Dob, code SDO): Moves like a Grasshopper ((0,1)+(1,1) Hopper), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

B) **DOB LION** (code DLI): Definition (according to WinChloe, where the French name is Lion Dob, code LD): Moves like a Lion ((0,1)+(1,1) Prolonged Hopper), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

C) **DOB NIGHTRIDER-LION** (code DNL): Definition (according to WinChloe, where the French name is Noctambule-Lion Dob, code NLD): Moves like a Nightrider-Lion ((1,2) Prolonged Hopper), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

D) **DOB LEO** (code DLE): Definition (according to WinChloe, where the French name is Leo Dob, code LED): Moves like a Leo ((0,1)+(1,1) Chinese), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

E) **DOB PAO** (code DPA): Definition (according to WinChloe, where the French name is Pao Dob, code PAD): Moves like a Pao ((0,1) Chinese), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

F) **DOB VAO** (code DVA): Definition (according to WinChloe, where the French name is Vao Dob, code VAD): Moves like a Vao ((1,1) Chinese), but the hurdle must also move (the move is impossible if it cannot). A neutral hurdle is considered to have the colour of the moving side.

(I must note that WinChloe 3.51 also has other types of Dob pieces that are not used in this issue, but they will be explained and demonstrated in subsequent issues. In French the names are Aigle Dob, Elan Dob, Equisauteur anglais Dob, Equisauteur Dob, Moineau Dob, Rose-Lion Dob, Rose-Sauterelle Dob, Rose-Chinoise Dob.

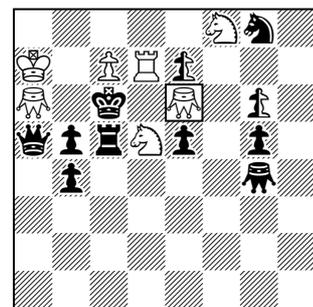
The following 6 examples mainly have an educational character.

**10** First of all, note that there are two typical illegal moves here. 1.DGR<sub>e4</sub>#?? is illegal because there is no second step with the bPe5. The move 1.DGR<sub>e8</sub>#?? is also illegal because there is no second step with the nPe7. According to the definition, on the second step with the neutral hurdle Y, White must perceive nPe7 as a white pawn, therefore it cannot perform the movement e7-e6. Solutions: I. 1.DGR<sub>c8</sub>(Rd8)#, II 1.DGR<sub>c4</sub>(Sb6)#, III. 1.DGR<sub>b6</sub>(Kd6)#, IV. 1.e8=nDGR#! because 1...nDGR<sub>h5</sub>?? is illegal, as Black perceives the nPg6 as a black pawn and the second step g6-g5 is not possible! But not 2.e8=nG?, which is answered by 1...nG<sub>h5</sub>! because the usual nG does not need a second step in its moves.

**11** The seemingly clumsy Dob Grasshopper, which is pinned in the starting position, shows surprising activity in the thematic play, directing the second steps of three pieces! 1.g5! (zz) 1...nQ~ 2.DGR<sub>d4</sub>(Bg7)#, 1...nQf5! 2.DGR<sub>f4</sub>(nQh3)#, 1...nQf4! 2.DGR<sub>f3</sub>(nQh4)#, 1...nQf3! 2.DGR<sub>f2</sub>(nQh1)#, 1...nQf2! 2.DGR<sub>f1</sub>(nQh2)#. The above variations show correction by the nQ. 1...Ne8~ 2.DGR<sub>d4</sub>(Bf6)#, 1...Nd6+! 2.DGR<sub>c6</sub>(Nf2)#, 1...Nxf6! 2.Bxf6#. Correction by the bN.

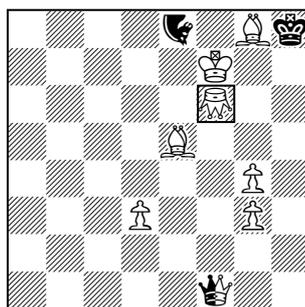
**12** This problem demonstrates the great power of the Dob Lion. Other pieces make second steps as it moves all over the board. (a) 1.nDL<sub>g6</sub>(Sf6) nDL<sub>ic6</sub>(Sd7) 2.nDL<sub>ie8</sub>(Sb8) nDL<sub>ih5</sub>(nQb3)#; (b) 1.nDL<sub>ib8</sub>(Pe4) nDL<sub>ib4</sub>(Kc5) 2.nDL<sub>if8</sub>(Kd4) nDL<sub>if4</sub>(nQc4)#; (c) 1.Kc6 nDL<sub>ia2</sub>(Se4) 2.nDL<sub>ig8</sub>(nQg7)+ nDL<sub>ig2</sub>(nQb7)#; (d) 1.nQf4 nDL<sub>ig5</sub>(Se5)+ 2.nDL<sub>ic1</sub>(nQd2) nDL<sub>ig5</sub>(nQa5)#.

**10 Scheme**



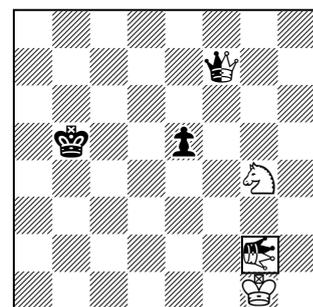
#1 4 solutions (7+9+2)  
 Dob Grasshopper  
 Grasshopper

**11 Petko A. Petkov Original**



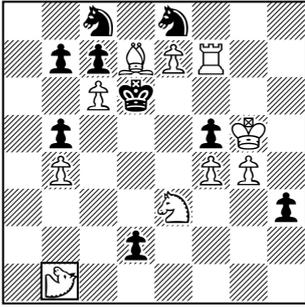
#2 (7+2+1)  
 Dob Grasshopper  
 Nightrider

**12 Petko A. Petkov Original**



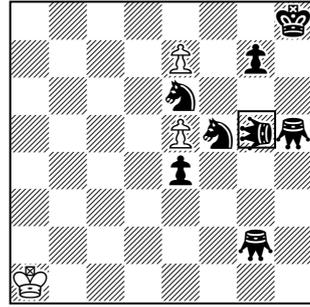
H#2 (b) nDL<sub>ig2</sub>→h2  
 (c) Sg4→d2 (d) Pe5→e6  
 Dob Lion (2+2+2)

**13 Petko A. Petkov**  
Original



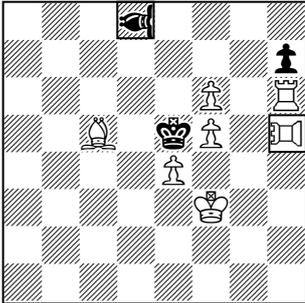
#2 (10+9)  
Dob Nightrider-Lion

**14 Petko A. Petkov**  
Original



H=3 (3+8)  
Dob Leo G

**15 Scheme**



#2 (7+3)  
Dob Vao Dob Pao

**13** This shows paradoxical formation of “Dob-batteries“ by annihilation of the black pawn f5. This method can be used very fruitfully with a number of other stipulations, conditions and pieces. **1.DNLh4(d1=R)!** This is not immediate mate as the Pf5 has no second step. Instead the threat is **2.Kxf5#**, which is mate because there is a second step for the wK (but not 2.gxf5+? Sf6!, with no second step for the wPf5!). The following similar variations also have capture of the black pawn: **1...Sg7 2.gxf5#**, **1...Rd5 2.Sxf5#**, **1...Sxe7 2.Rxf5#**, **1...bxc6 2.Bxf5#**.

**14** This is probably a good educational example: **1.DLEx5(Sg3) e8=DLE! 2.DLEb5 DLEx4(Sc5) 3.Sh1 DLEx1(Gg8)=!** The finale is stalemate because the black Gh5 must remain immobile. It has no second step and all moves of Black are illegal because they activate it, leading to self-check. For example: 4.Kh7?? [self-check because 4...DLEx7(Gh8) is possible], 4.g6??. Similarly the black DLEb5 and Sc5 are immovable (they are pinned!) on the same grounds.

**15** This scheme shows some interesting effects of Dob Vao and Dob Pao that can be used in more complex combinations in direct genres. **1.f7+? DVAf6! 1.DPAg5! (zz) 1...DVA~ 2.f7#, 1...DVAe7 2.fxe7#, 1...DVAXg5(Pf7) 2.Re6#**.

## V. CIR HOPPERS

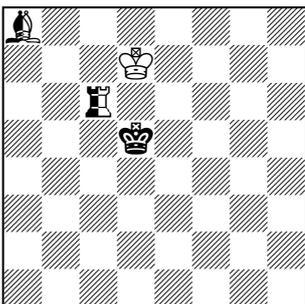
Another very interesting type of the HWMH family are the CIR HOPPERS, but at the moment this is only in the experimental phase and I give only a brief definition: “After the hopping move of X the hurdle Y must make a second step by returning to its rebirth square according to the usual Circe rules. If the rebirth square is occupied then the move of X is illegal”. PAP (Scheme): White: Kh2, Rg7, CLl1a4; Black: Ka8, Qf3, Ba2 – h#2 (Cir Lion a4): **1.Bc4 CILg4(Bc8) 2.Qb7 CILg8(Ra1)#**. Further details will be contained in future issues.

## ORIGINALS OF MY FRIENDS

Many thanks to Geoff, who composed the first originals for this publication! They are a great illustration of the possibilities of the conditions of the “Bolero Family”, where even neutral pieces demonstrate great power! Of the three originals here, in “four men only” form, the top example is **17**, which is a lucky discovery – a task problem with incredibly rich content!

The fairy condition *Bolero* is a Petko Petkov invention. Under this condition capturing moves are normal, but for non-capturing moves pieces (not pawns or kings) play as follows: if located on file “a” or “h” like a rook, on file “b” or “g” like a knight, on file “c” or “f” like a bishop, on the d-file like a queen, and on the e-file like a king. In *Bolero RexInclusive* the condition also applies to kings. Under Bolero it is easy for pieces to make non-reversible moves, which is very handy when mates are given by neutral pieces (especially neutral batteries).

**16 Geoff Foster**  
Original



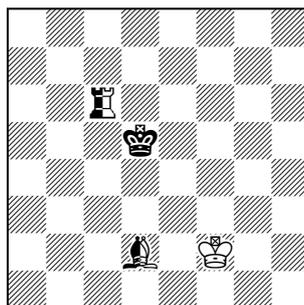
H#2 2 solutions  
Bolero RexInclusive

**16** The neutral Rc6 is on the c-file, so for non-capturing moves it plays like a bishop. However neither king is in check, because capturing moves (including checks) are normal. The condition is *Bolero RexInclusive*, so both kings (which are on the d-file) initially make non-capturing moves like a queen. I. **1.Kh1 Kh3 2.nRg2 nRe1#**; II. **1.Kg2 Kd2 2.nRf3 nRg4#**. Both solutions have a “Bristol” by the bKd5 and nRc6 along the a8-h1 diagonal! The most interesting mate occurs in the second solution. The bKg2 (moving as knight) can only play to e1, e3, f4 or h4, but all of those squares are attacked by White. The nRg4 (moving as knight) cannot return to the a8-g2 diagonal to nullify the check, but it still attacks f4 and h4 because capturing moves are normal.

**17** A 4-unit H#3 with 4 solutions and no move repetition, without twinning! I. **1.Kh1 Kh4 2.nRg2 Kh3 3.nBd5 nRe1#**; II. **1.Kd7 Kd4 2.Kb7 Kd7 3.nBg2 nRb5#**; III. **1.Kh5 Kg3 2.nBh2+ Kf5 3.nRh1 nBe2#**; IV. **1.nRa4 nRb4 2.Ka5 Kc5 3.nBc3 nRa2#**. The bK travels to h1, b7, h5 and a5. The wK makes 3 of the W1 moves and all 4 of the W2 moves.

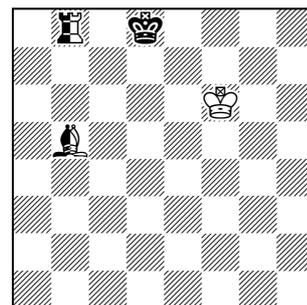
**18 1.nRc6+ nRd7+ 2.Ke8 nRd5+ 3.nRc6+ nRa8#**. An amusing checking sequence with the bK starting in check.

**17 Geoff Foster**  
Original



H#3 4 solutions  
Bolero RexInclusive

**18 Geoff Foster**  
Original



H#3 (bK in check)  
Bolero RexInclusive

### DANKA PETKOVA – 100 M.T. 2020

As I receive some questions in connection with this tournament, I would like to remind you that only the 4 types of Bul pieces specified in the regulation are allowed. For details, please see the link:

<http://juliasfairies.com/wp-content/uploads/DankaPetkova100.pdf>