Anti-Parry Series (APS) is a new fairy condition invented by Nicolas Dupont. The first two pages cover his official definition. Dan Meinking's APS problem, "dedicated to George P. Sphicas", as published in the [chessproblems.ca 2012 Series-Movers Tourney](#)*, is discussed on the last page. For current discussions on APS and related developments, visit this* [France Echecs forum thread](#)*.*

Anti-Parry Series

The aim of this text is to present and to make explicit a new fairy condition, which applies to series problems. The general principle goes as follows:

Basic law

The series side may play a particular type of auto-check, called admissible auto-check. Moreover, for such an admissible auto-check to be permitted, it must exist a move played by the idle side, which immediately undoes the check. Such a move is called an anti-parry.

Admissible auto-check

It is a move such that, after having been played, the series side's King is in-check but the idle side's King is not. This definition of admissible auto-check implies that:

a) Simultaneous check to both Kings (including "Royal contact") is forbidden as an admissible auto-check.

b) Castling is forbidden as an admissible auto-check when the King's series side is not in-check after this move (this is logical as no anti-parry move is needed in this case). Each other type of castling is permitted as an admissible auto-check (except of course if it gives check by itself).

From this basic law and this admissible auto-check definition, we now define the Anti-Parry Series condition. The definition is provided in the orthodox setting, but can easily be applied to almost any fairy condition.
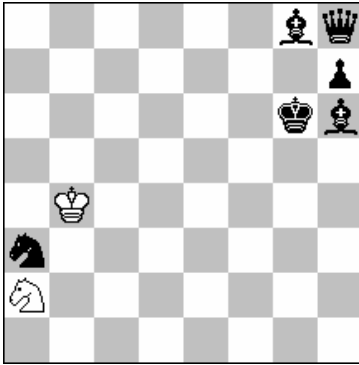
Anti-Parry Series (APS) definition

1) The series side, and only it, may play an admissible auto-check, except for its last move, which must remain legal.

2) When such an admissible auto-check occurs, the idle side must move, so that neither side is in-check after this move; this is called an "anti-parry". If such an anti-parry doesn't exist, the admissible auto-check is forbidden.

3) After such an auto-check/anti-parry, the series side continues the series.

<u>Specific modalities</u>

1) An anti-parry may be helpful or defensive, depending on the stipulation.

2) If the anti-parry is a two-step move from a Pawn, en passant capture is permitted from the series side. Conversely, if the admissible auto-check is a two-step move from a Pawn, the idle side can't play en passant capture in the orthodox setting, as such a move can't be an anti-parry. Nevertheless, it may be permitted under an appropriate fairy condition.

3) Check and check-mate function as they normally do, but non-check finales (stalemate, CapZug, etc.) are "fairy". It implies that special consideration is required when delivered by the idle side (e.g. in help series), since in this case an auto-check is a valid defense for the series side.

4) The series side cannot be in-check except perhaps in the diagram position or in the final position. When in-check in the diagram position, the series side must undo this check at its first move.

5) An anti-parry series may contain no auto-check/anti-parry move (for example if the problem's solution would be dualistic without the Anti-Parry condition).

<u>Notations</u>

1) An admissible auto-check is denoted by adding an asterisk (*) after such a move. Several asterisks are added in case of multiple auto-check.

2) The notations for Parry Series, pser and phser, become aser and ahser for Anti-Parry Series, to retain the same kind of protocol.

3) It is possible to mix the Parry and Anti-Parry conditions (the definition is obvious), which are denoted paser and pahser.

Dan Meinking
dedicated to George P. Sphicas
chessproblems.ca 2012 Series-Movers Tourney

aser-#19   (2+6)   C?

aser-#19 means "**anti-parry-series direct-mate in 19**": white plays the series and is permitted to
auto-check; when anti-parrying, black will <u>resist</u> white's plan; white forces mate on his 19th move.

1.Ka4!! 4.Sd8! 5.Kb3* Sc4 6.Kc2 7.Kd2** Se3 8.Kd3 9.Kc4** Sd5 10.Kd3 11.Ke3** Sf4 12.Ke4
13.Kd5** Se6 14.Ke4! (Ke5*? Sg7!) 15.Kf4** Sg5 16.Ke5*! Kg7 17.Ke6** Sf7 18.Kf5 19.Se6# (ideal)

Systematic "collapsing" of <u>six</u> bS double-check batteries, with lots of strategy throughout! White's first task is to force bS=>c4, but 1.Kb3*?
allows 1...Kf7! and too much time is lost. The move **4.Sd8!** guards f7 (to prevent ...Kf7) and eyes e6 (the mate-delivery square). White must
avoid **Kc3*?/Kd4*?** always because black can reply ...Kf6! Even **14.Ke5***? Sg7! is too soon. Only **16.Ke5!** can force ...Kg7.

<u>**Analysis:**</u>   *{ all <u>mates in nn</u> references indicate a wK continuation as in the main line, above }*

(a) Given the time constraints, the intended mating finale should be the only one feasible. Even if the bK is coerced to f8 or g8 or h6 or h5,
    white lacks the resources to force a timely wS-minimal mate.

(b) <u>1.Sc3?</u> 2.Sd5 (closing the g8-a2 diagonal) branches into three try variations:

   3.Kc4* Sb5? 4.Kc3**! Sd4 5.Sc7 6.Kb3** Se6 10.Kf4** Sg5 etc. mates in 14
    3...Sc2? 6.Ka1**! Sd4 7.Sc7 9.Kb3** Se6 13.Kf4** Sg5 etc. mates in 17
   3...Sb1! 5.Ka3* **Sd2!** (Sc3? 6.Sc7! 7.Ka2** Sd5 11.Ke3** Sf4 etc. mates in 19) 6.Sc7 7.Kb3** Sc4 etc. mates in 21

   3.Kb3 4.Kc2* Sb5? 5.Sc7 6.Kc3** Sd4 7.Kb3** Se6 11.Kf4** Sg5 etc. mates in 15
    4...Sc4? 5.Kd2** Se3 6.Sc7 etc. mates in 18; but not 5.Kb2**? Se5 and white cannot force ...Kg7; eg. 6.Sc7 8.Kc4** Sf7 11.Kf4 B~!
   4...Sb1! 6.Ka3* Sd2 (Sc3? 7.Sc7! 8.Ka2** Sd5 12.Ke3** Sf4 etc. mates in 20) 7.Sc7 8.Kb3** Sc4 etc. mates in 22

   3.Kb3 4.Ka2 5.Kb1* Sc2? 6.Ka1** Sd4 7.Sc7 9.Kb3** Se6 13.Kf4** Sg5 etc. mates in 17
    5... Sb5? 6.Sc7 8.Kc3** Sd4 9.Kb3** Se6 13.Kf4** Sg5 etc. mates in 17
   5... Sc4! 7.Kd2** Se3 8.Sc7 etc. mates in 20; or 6.Kb2** Se5 etc. and, again, white cannot force ...Kg7

(c) <u>1.Kb5*?</u> is also a legitimate try:
   1...Sc2? 3.Sd5 7.Ka1** Sd4 8.Sc7 10.Kb3** Se6 14.Kf4** Sg5 etc. mates in 18
   1...Sc4? 4.Sd4 (4.Kb2**?) Se5 etc. and, again, white cannot force ...Kg7) 7.Kd2** Se3 etc. mates in 19
   1...Sb1! 3.Ka3* **Sd2!** (3...Sc3? 6.Sd8 7.Ka2** Sd5 11.Ke3** Sf4 etc. mates in 19) 6.Sd8 7.Kb3** Sc4 mates in 21

(d) <u>1.S~ 2.S~ 3.Sd4</u> (eyeing e6, and closing the h8-a1 diagonal) attempts fall short; for example:

   4.Kc3 5.Kc2* Sb5? 7.Sd8 8.Kc3** Sd4 9.Kb3** Se6 13.Kf4** Sg5 etc. mates in 17
    5...Sc4? 6.Kd2** Se3 8.Kc4** Sd5 etc. mates in 18
    5...Sb1! 6.Kc3* fails to two replies: 6...Sa3 returning to its starting square; or 6...Sd2 7.Kb3** Sc4 etc. mates in 21
      7.Ka3* fails to two replies: 7...Sd2 8.Kb3** Sc4 mates in 22; or 7...Sc3 8.Ka2** Sd5 12.Ke3** Sf4 mates in 20

   4.Kc3 5.Kb2 6.Kb1* Sb5? 8.Sd8 10.Kc3** Sd4 11.Kb3** Se6 15.Kf4** Sg5 etc. mates in 19
    6...Sc2? 8.Sd8 9.Ka1** Sd4 11.Kb3** Se6 15.Kf4** Sg5 etc. mates in 19
    6...Sc4! 8.Kd2** Se3 etc. mates in 20; or 8.Sd8 9.Kb2** Se5 etc. and, again, white cannot force ...Kg7

(e) The <u>wK saves one move</u> with 3.Sd6? 4.Kb3* Sc4, but the <u>wS loses two</u> since it must move three more times to reach e6.
   And 3.Sg5? (guarding f7/e6) <u>costs two wS moves</u> as well because it blocks the h6-c1 diagonal.