

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 Nicolas Dupont", 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.

Specific modalities

- 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).

Notations

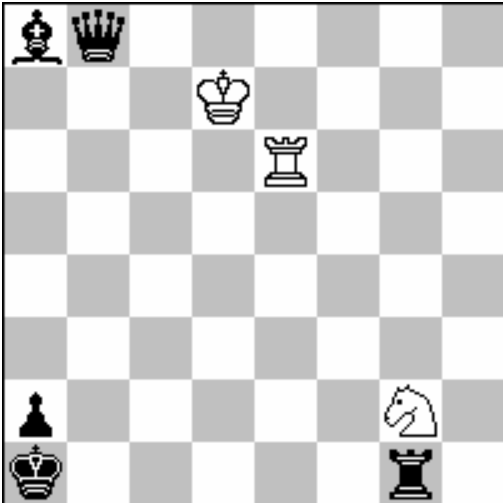
- 1) An admissible auto-check is denoted by adding an asterisk (*) after such a move. Several asterisks are added in case of multiple auto-check.
- 2) The notations for Parry Series, pser and phser, become aser and ahser for Anti-Parry Series, to retain the same kind of protocol.
- 3) It is possible to mix the Parry and Anti-Parry conditions (the definition is obvious), which are denoted paser and pahser.

Dan Meinking

dedicated to Nicolas Dupont

chessproblems.ca 2012 Series-Movers Tourney

bq6/3K4/4R3/8/8/8/p5S1/k5r1



aser-s#25 (3+5) C?

aser-s#25 means "**anti-parry-series self-mate in 25**": white plays the series and is permitted to auto-check; when anti-parrying, black will resist white's plan; white's 25th move forces black to deliver checkmate.

1.Rg6!! 5.Kh3 6.Sf4! 7.Kh2 8.Kh1** Rg2 9.Sd3! 10.Kh2** Rg3 11.Kg2** Rf3 12.Kg3** Rf4 13.Kf3** Re4 14.Kf4** Re5 15.Ke4** Rd5 16.Ke5** Rd6 17.Kd5** Rc6 18.Kd6** Rc7 19.Kc6**! Rb7 24.Kh1 25.Rg1+ Rb1#

Systematic "collapsing" of eleven bR double-check batteries! White must force the Rook to climb the full "staircase", all the way to b7, from where it closes the Queen's guard of b1 (and the Bishop's guard of h1). The key-move looks a bit 'mysterious': the wR immediately unblocks e6, but doesn't move again till the very end. The wS serves to control auto-checks during the introduction, closing the g1-g4 and b8-h2 lines and opening the a8-h1 and b8-h2 lines in a precise manner.

Analysis:

(a) If 1-4.Sf4?, then 5.Kg4* allows ...Bg2! Also, if 5.Sf4*? Bg2! The Bishop must not be allowed to move.

(b) If 6.Kh2*? Q~ or 8.Sd3*? Q~ wrecks the intended plan. The Queen also must not be allowed to move.

(c) After 11.Kg2** Rf3, white cannot try any first-rank shortcuts; for example: 12.Kh1? 13.Rg1+ Qb1! spoils; but not 13...Rf1#??. Thus, the bR must be forced to b7 so that the defense ...Qb1 is no longer possible.

(d) After 15.Ke4** Rd5 (guarding d1/d2/d3), white could try to setup wKc1 for Rb1+ Qxb1#, assuming the wS captures the a2P. But that means the wS must guard a2, and there's no good square for it to do so:

- wSb4 blocks b8-b1, so that Rb1+?? is actually mate
- wSc3 guards b1, so that Rb1+ Qxb1+ simply forces Sxb1
- wSc1 takes away the mating square; eg. wSc1/wKc2 hoping for Rb2+ Qxb2#??. but ...Kc3! escapes