

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 Paul Raican", 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

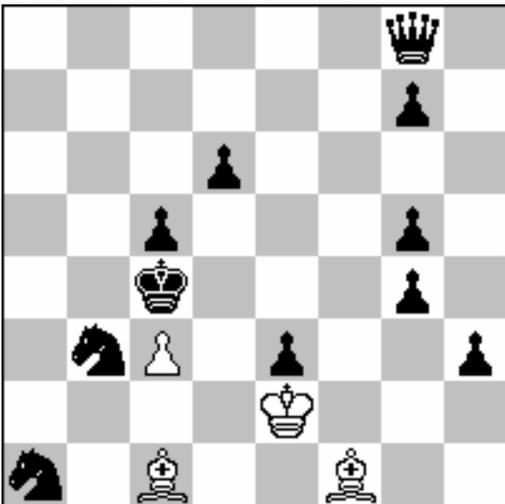
- 1) An admissible auto-check is denoted by adding an asterisk (*) after such a move. Several asterisks are added in case of multiple auto-check.
- 2) The notations for Parry Series, pser and phser, become aser and ahser for Anti-Parry Series, to retain the same kind of protocol.
- 3) It is possible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

Dan Meinking

dedicated to Paul Raican

chessproblems.ca 2012 Series-Movers Tourney

6q1/6p1/3p4/2p3p1/2k3p1/1sP1p2p/4K3/s1B2B2



aser-s*z22 (4+11) C?

aser-s*z22 means "anti-parry-series self-autocheckzug in 22": white plays the series and is permitted to auto-check; when anti-parrying, black will resist white's plan; white's 22nd move forces black to put white in autocheckzug. (*)

1.Bg2! 2.Kf2* e2 3.Bf1! 4.Kg2* h2 5.Kf3* g3 6.Kf4* g4 7.Ke5* d5 8.Bg5! 9.Kf6* g6 11.Bf8 12.Kf7* Qh8 13.Kg7* Qh5 14.Kf6 15.Bh6 16.Kg5* Qh3 19.Kxe2 21.Be1 22.Kd1+ Qxf1 *z (pin-model autocheckzug)

After careful preparation, the King and Bishop nudge the Queen into the target square (h3). The wK returns to its diagram square after a long journey. Interesting roles for both white Bishops as well.

Analysis:

(*) Autocheckzug is an extension of the "Zug Family" of stipulations. It is specific to the APS genre, discovered by Mark Kirtley. **Definition** -- the state of autocheckzug occurs when the side on-move:

- has one or more legal auto-checking moves; and
- has no legal non-auto-checking moves; and
- is not in-check

Why use autocheckzug? We know that "stalemates are fairy" under Anti-Parry Series (APS) since the 'stalemated' side may attempt to auto-check. Thus, autocheckzug in the APS realm is a special case of an orthodox stalemate, with the proviso that there must be at least one valid auto-checking move. In short, we can interpret the stipulation aser-s*z22 to mean: "anti-parry-series self-orthodox-stalemate in 22" (assuming an auto-check exists in the finale).

It appears that Kd1/Be1/Qf1 is the only feasible self-autocheckzug box. The mirror Ka4/Ba5/Qa6 leaves a "hole" on a3, plus there's no good way to get the wK to a4. White may try 1.Bg2! 2.Kf3*? g3 3.Kf4* g4 4.Ke5* d5 5.Ke4* d4 6.cxd4, then promote the wP, but then how does he self-autocheckzug with 3 free-moving pieces and only 1 check to give?

i) 8.Kf6*? g5! 11.Bf8 12.Kf7* Qh8 13.Kg7* Qh5! 14.Kf6 15.Bh6 16.Kg6* Qh4 17.Kxg5* Qh3 etc. takes 1 move too long; or 10.Ke8*? Qh7 11.Bg5 (12.Kf6* g5!) 13.Kf6* g6 14.Kg7* Qh5 15.Bh6 16.Kf6 17.Kg5* Qh3 etc. also takes 1 move too long

ii) Or 13...Qh4 14.Kxg6 15.Bh6 16.Kg5* Qh3 etc. as in the main line