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, "to the APS Workshop!", 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
to the APS Workshop!
chessproblems.ca 2012 Series-Movers Tourney

aser-s#20 means "anti-parry-series self-mate in 20": white plays the series and is permitted to auto-check; when anti-parrying, black will resist white's plan; white's 20th move forces black to deliver checkmate.


After an unexpected key, the King takes a long, strange trip indeed! Here's a breakdown by auto-checkpoint:

- 2.Kd8** forces ...Sd6, which limits the Bishop's scope
- 5.Ke5!! forces ...f5, closing the d3-g6 line, allowing a short-cut a few moves later
- 7.Kg7*! nudges the Bishop the e7
- 8.Kg6 is the short-cut made possible by 5.Ke5!! f5
- 9.Kxf5** forces ...Se4, so that...
- 10.Kg5** forces ...Sf6, which limits the Bishop's scope again, so that...
- 13.Kf8*! nudges the Bishop to d8, from where it guards b6 and a5
- finally, 16.Kd7** forces ...Sd5, so that...
- 18.Kb6** forces ...Sc7, so that...
- 19.Ka6** forces ...Sb5, so that 20.Qa7+ forces ...Sxa7#, a nifty battery-mate

Analysis:
The spectacular key opens the d3-d8 line and avoids disrupting the subsequent play: 1.Qg7? blocks 7.Kg7; 1.Qe7? blocks 7...Be7; 1.Qf7? blocks 14.Kf7; 1.Qc7? blocks 18...Sc7. The "idle" bQ serves six functions: the arming of four double-auto-check batteries (which must be "collapsed"), the motivating of 5.Ke5!! f5 to close d3-g6, and the firing of the mating battery. The Knight and Bishop must be maneuvered with precision; one careless auto-check would allow them to wander off-course and spoil white's plan.


The intended finale appears to be the only plausible one. However, the wQ could try to shield the d-file for the final leg of the King's travels. For example: 1.Qg4? 2.Kd8** Sd6 ... 5.Ke5* f5 ... 7.Kg7* Be7 ... 9.Kxf5** Se4 10.Kg5** Sf6, then play 11.Qd4 (the shield) to allow ... 14.Kd6* Bd8. All this looks OK, but... the "shield" is now a "pin" which costs precious time; eg. 15.Ke6 16.Qf2 17.Kd7** Sd5 etc. and white is one move behind schedule.