*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).

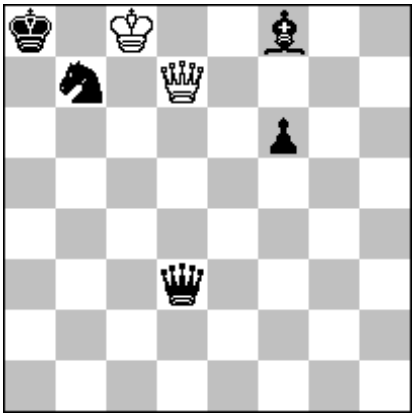
Notations

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 (2+5) C?

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.

1.Qh7!! 2.Kd8** Sd6 3.Kd7 4.Ke6 5.Ke5*! f5 6.Kf6 7.Kg7*! Be7 8.Kg6 9.Kxf5** Se4 10.Kg5** Sf6 11.Kh6 12.Kg7 13.Kf8*! Bd8 14.Kf7 15.Ke6 16.Kd7** Sd5 17.Kc6 18.Kb6** Sc7 19.Ka6** Sb5 20.Qa7+ Sxa7#

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 Pawn's anti-parry was not added merely for effect, but is necessary to make the King's journey accurate. If white tries 5.Kxf6? he can still carry out his plan, but one move slower (and with dualed routes): eg. 6.Kg7* Be7 7.Kh6 8. Kh5 9.Kg4 10.Kf5** Se4 etc.; or 6.Kg5 7.Kh6* Be7 8.Kh5 9.Kg4 10.Kf5** Se4 etc. In essence, forcing the Pawn to f5 early cleverly enables the short-cut 8.Kg6, thus avoiding any duals.

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.