

Parry Series: A New Frontier

by Dan Meinking

In April, your humble correspondent stumbled upon a *hybrid* genre with large promise. A series-mover requires one side to start with a number of consecutive non-checking moves. But... what if checks were permitted? Thus, the *Parry Series* was born!

A *parry series-mover* alters the standard rules prior to the last move as follows:

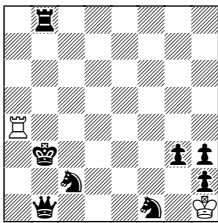
- the *series-side* may give check during the series
- when checked, the *idle-side* must immediately *parry* the threat
- after a check-and-parry, the *series-side* continues the series

This slight protocol change makes a tremendous difference. We present a dozen such examples here, while Rasa showcases another 7 originals in his *Series-Movers & Stalemates* column. Parry series-movers are denoted: *pser.**. Individual parries are underlined in the solutions.

Special thanks to Kevin Begley, Mark Kirtley (**MK**), Mike Neumeier, Kostas Prentos, George Sphicas (**GPS**) and Rasa, who helped inspire and pre-screen this debut!

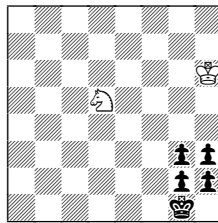
In **PS1**, Black lifts the pesky Rook from the a-file so that the mating box can be built. The Queen brings the fountain to the Horse in **PS2**. Black respectively *pulls* and *pushes* the "idle" King into play in **PS3**, with promotee mimicking the twinned piece. After **PS4**'s excelsior intro, White parries 8 straight checks to complete his own.

PS1: DM original



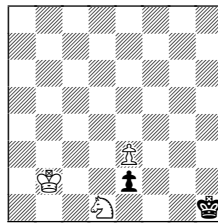
pser.h#7 (2+8)

PS2: DM original



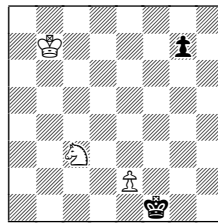
pser.h#6 (2+5)

PS3: DM original dedicated to Perry Sill



pser.h#7 b) wBd1 (3+2)

PS4: DM & GPS original



pser.h#14 (3+2)

PS1: 1.Sa1 (Sd4?) 2.Qh7 3.Qb7+ Re4 4.Ka2 5.Qb1 6.Rb2 7.Sb3 Ra4#

PS2: 1.h1Q 2.Kh2 3.Qc1+ Sf4 4.Qc6+ Se6 5.Qc1+ Sg5 6.Qh1 Sf3#

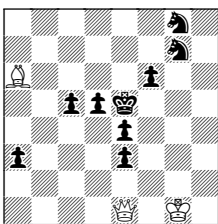
PS3: a) 1.e1S 2.Sd3+ Kc2 3.Se1+ Kd2 4.Sf3+ Ke2 5.Sg1+ Kf2 6.Sh3+ Kg3 7.Sg1 Sf2#

b) 1.e1B 2.Bc3+ Kc1 3.Bb2+ Kd2 4.Bc1+ Ke1 5.Bd2+ Kf2 6.Bxe3+ Kg3 7.Bg1 Bf3#

PS4: 1.g5 5.g1Q 6.Qg2+ e4 7.Qb2+ Kc7 8.Qh2+ e5 9.Qh7+ Kc8 10.Qf5+ e6 11.Qc5+ Kd8 12.Qg5+ e7 13.Qg8+ e8Q 14.Qg1 Qe2#

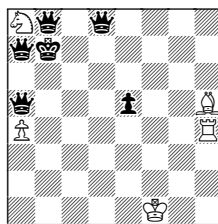
PS5 offers a basic directmate scheme with model-mates. The meatier **PS6** profiles my favorite problem tactic (batteries) in successive fashion. **PS7** lands a series novelty: Grimshaw. The *auto-stalemate* **PS8** calls for a string of White moves stifling his own army; three timely 8th-rank checks re-deploy Black's troops.

PS5: DM original



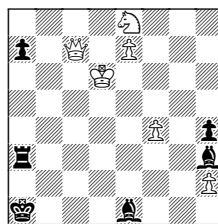
pser.#3 (3+9)

PS6: DM original



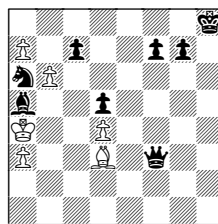
pser.#6 √ (5+6) 4 bQ's

PS7: DM original



pser.#10 (6+6)

PS8: DM original



pser.! =15 (6+8)

PS5: 1.Qg3+ Kd4 2.Qe1 3.Qa1# 1...Kc6 2.Qc7 3.Bc8# 1...Kf5 2.Bf1 3.Bh3#

PS6: 1.Re4? 2.Bf3 3.Rb4+ Ka6? 4.Rb5 5.Be2 6.Rb6#, but 3...Kc8!

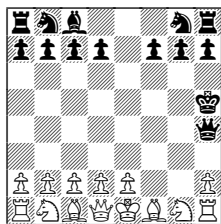
1.Bf7! 2.Rh7 3.Bd5+ Kc8 4.Rd7 5.Be6 6.Rc7#, 3...Ka6 4.Be6 5.Rh6 6.Bc8#

PS7: 1.Qc2 2.Sc7 3.e8Q 4.Qe5+ Rc3 5.Qc5 8.Ka5 9.Sb5 10.Qa3+ Rxa3#, 4...Bc3 8.Kxh4 9.Kg3 10.Qe1+ Bxe1#

PS8: 1.a8R+ Sb8 3.Rxc7 4.b7 5.Rc8+ Bd8 7.Rxf7 9.Re8+ Qf8 12.Ra5 13.Ba6 14.Kb5 15.a4=

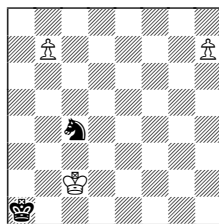
Mark's **PS9** will surely garner a smile: perhaps the shortest possible parry proofgame ending in mate? In **PS10**, George harvests superb four-corner effects. His other miniature, **PS11**, features delicate timing and echoed underpromotions. Our final entry combines promotions and parries in an interesting way; note how the finishing move order is forced.

PS9: MK original



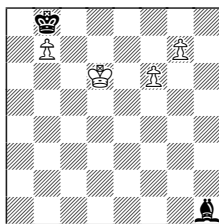
ps9r.PG in 10 (14+14)

PS10: GPS original



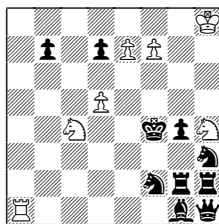
ps10r.s=10 (3+2)

PS11: GPS original



ps11r.s#10 (4+2)

PS12: DM original



ps12r.h=18 (7+10)

PS9: 1.f4 2.f5 3.f6 4.fxe7 5.exf8R+ Kc7 6.Re8+ Kf6 7.Re6+ Kf5 8.g4+ Kxg4 9.Re4+ Kh5 10.Rh4+ Qxh4#

PS10: 1.b8Q 2.Qb2+ Sxb2 3.h8Q 4.Qa8+ Sa4 5.Qh1+ Ka2 6.Qb1+ Ka3 7.Qe1 9.Ka1 10.Qc3+ Sxc3=

PS11: 1.g8B 2.Bd5 4.f8Q+ Ka7 5.Kc7 6.Qc5+ Ka6 8.Ka8 9.b8B 10.Bb7+ Bxb7#

PS12: 5.b1R 6.Rb8+ f8B 8.Rxd5 9.Rh5+! Bh6! (parry with check) 10.Rg5 15.d1Q 16.Qd8+ e8S 17.Qf6+ Sxf6 18.g3 Rf1=

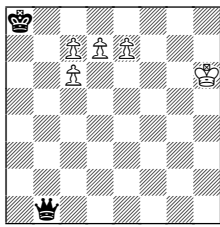
The following originals appeared in the July-September 2009 issue of **StrateGems** (SG47). Relevant introductory remarks and diagrams are re-printed from the Series-Movers & Stalemates (S&S) section. Solutions and notes are provided -- ahead of the January-March 2010 (SG49) publication -- with permission from the **StrateGems** editors.

"In the new Parry Series field, Mark leads off with his usual promotion magic. Dan presents a wide array of parry-specific ideas. George's C0294 has "task" written all over it! Kevin employs consequent rules to add his personal Parry Series touch."

"psr.* - The series-side may check during the series, and the idle-side must reply to those interim checks."

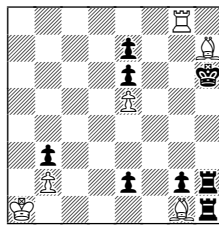
"psr-con.* - By consequent reasoning, regardless of what is actually played, each position must be treated as a new diagram, and solely from this diagram should the legality of *en passant* and castling rights be determined. Positions following parry-moves should not be excluded from this reasoning."

C0289 Mark Kirtley
Big Bend National Pk, TX



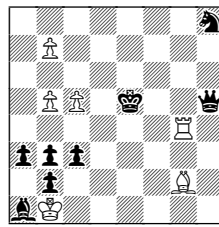
psr.s#9 (5+2)

C0290 Dan Meinking
Cincinnati, OH



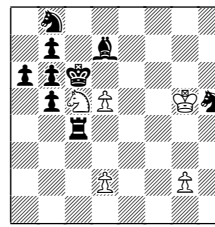
psr.s#11 (6+8)

C0291(v) Dan Meinking
Cincinnati, OH



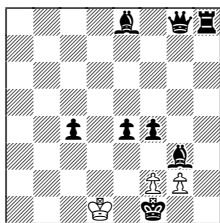
psr.h#6 b) Pb5→d5 (6+8)

C0292(v) Dan Meinking
Cincinnati, OH



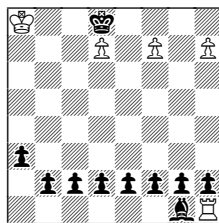
psr.h#6 b) Kg5→f3 (5+9) bK-in-check

C0293 Dan Meinking
Cincinnati, OH



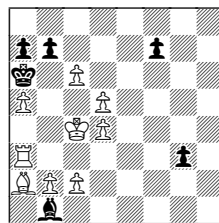
psr.h=13 (3+8)

C0294 George P. Sphicas
New York, NY



psr.h=14 (5+10)

C0295 Kevin Begley
Pittsburg, CA



psr-con.s#10 (9+6)

Solutions and Comments: [*underlined moves are "parries"*]

C0289 1.c8B 2.d8Q 3.Qa5+ Kb8 4.c7+ Kxc8 5.Qb6 6.e8R+ Kd7 7.Rd8+ Ke7 8.c8S+ Kf7 9.Qg6+ Qxg6#. White AUW mini! Great deployment of the promoted wQ. (DM)

C0290 1.Bb1 2.Be3+ Kh5 3.Bc1 5.Bxe2+ Kh4 6.Bd1 8.Bf2+ Kh3 9.Bg1 10.Bh5 11.Rg4 (zz) Rxxg1# Logical sequence with 4 self-unpins. Return of wBg1. (A)

C0291 (v) a) 1.Qf5+ Be4 2.Kd4 3.Kxc5 4.Kxb5 5.Ka4 6.Qa5 Bc6#; b) 1.Qh7+ Re4+ 2.Kxd5 3.Kc6 4.Kxb7 5.Ka8 6.Qa7 Re8#. A strategic 6-mover featuring White Grimshaw & double Chernous Theme. (A) **C0291** cooked by Gianni Donati; corrected by +bPc3.

C0292 (v) a) 1.Kxc5? 2.Bh3 3.Rg4+ Kf5 4.Rb4+ Ke5 5.Be6 6.Bc4?? d4#; 1.Kc7! 2.Bh3 3.Rg4+ Kf5 4.Rg7+ Ke5 5.Bc8 6.Rd7 Se6#; b) 1.Kc7? 2.Rh4 3.Bg4+ Ke4 4.Bc8+ Ke5 5.Rd4 6.Rd7?? Se6#; 1.Kxc5! 2.Rh4 3.Bg4+ Ke4 4.Be2+ Ke5 5.Rb4 6.Bc4 d4#. Critical moves in opposite directions in both lines. Grimshaw. Nice try-variations. (A) **C0292** cooked by Gianni Donati; corrected by +bPa6.

C0293 1.Bh1 2.Bh5+ g4 3.fgx3ep+ Kd2 5.Bh1 6.Qg5+ f4 7.exf3ep+ Kc3 8.Qe3+ Kxc4 9.Qg1 10.Rc8+ Kd3 12.Rg2 13.f2 Kd2=. Two *en passant* captures with subtle motivation and timing. (A)

C0294 1.b1R 2.Rb8+ Ka7 3.f1Q+ Rxxg1 4.hxg1Q+ Ka6 5.e1Q+ Ka5 6.d1Q+ Ka4 7.c1R+ Kxa3 8.Qa4+ Kxa4 9.Qa5+ Kxa5 10.Qa6+ Kxa6 11.Qa7+ Kxa7 12.g1Q+ Kxb8 13.Rc8+ dxc8B 14.Qg8 hxg8S=. Promotions to black RQQQRQ and white BS! (A)

C0295 1.Kc5 2.Bc4+ b5 3.Rxxg3 4.Ra3! 5.Ra1 6.Ba2! 7.axb6 ep 8.d6 9.Bxf7+ Ba2 10.b4 ab#. 1.d6? (or anytime prior to ep) allows a later retraction of -n: Kb7-a6 -d5xc6+ etc., which leaves the retraction -n: b7-b5 unprovable, thus no *en passant*! 1.b4? (or anytime prior to ep) allows a later retraction of -n: b2-b1=B etc, which leaves the retraction -n: b7-b5 unprovable, thus no *en passant*! 1.Rxxg3? (>2.Ra3 3.Kc5 4.Bc4+ etc) but black has no previous retraction after 3.Kc5, thus white cannot continue moving in series under consequent rules! 8.b4? 9.d6 (or 8.d6 9.b4?) 10.Bxf7+ Ba2 and black is not afforded another turn by parry-series rules! Indian, 2 switchbacks. (A)

Testing Updates:

Many thanks to the Popeye team, in particular Thomas Maeder, for releasing [Popeye v4.55](#) to the general public on Wed 13-Jan-2010! This release handles all pser-* (Parry Series) types, including help-selfmates (pser-s#n). The 'intel' option is available for pser-h#n and pser-h=n as well.

There's also a [discussion thread](#) for both Section-A (pser-*) and Section-B (proofgames) on MatPlus Forum.

Below is the computer-testing updates for the above Parry Series originals, as of Sat 16-Jan-2010:

PS1: C+
PS2: C+
PS3: C+
PS4: C+
PS5: C+
PS6: C+
PS7: C+ for last 7 moves (of pser-s#10)
PS8: C+ for last 11 moves (of pser-!=15)
PS9: C+
PS10: C+ for last 8 moves (of pser-s=10)
PS11: C+ for last 8 moves (of pser-s#10)
PS12: C+ for last 6 moves (of pser-h=18)

C0289: **cooked**; see SG49 (subsequent attempts to correct it cooked by Popeye)

C0290: C+ (see below)

C0291: the SG49 correction (+bPc3) is C+

C0292: the SG49 correction (+bPa6) is **cooked**; a C+ version will appear in SG50 (Apr-Jun 2010)

C0293: C+ for last 8 moves (of pser-h=13)

C0294: **cooked** (see SG49); correction to appear in SG50 or SG51

C0295: not testable (retro)

Notes:

C0290 was tested under 2 scenarios:

- wK=>d2 as pser-s#8 (wK free to move); no solution found
- +bPa2 as pser-s#11 (wK 'nailed down'); only the intent found