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: psr.*.

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.

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.
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

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1.f4 2.f5 3.f6 4.fxe7 5.exf8R+ Ke7 6.Re8+ Kf6 7.Re6+ Kg5 8.g4+ Kh5 10.Re4+ Qxh4#
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PS10: GPS original

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PS11: GPS original

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PS12: DM original

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5.b1R 6.Rb8+ fxb8R 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."

"**ps**er.* - 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."

Solutions and Comments: [ underlined moves are 'parries']

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**C0289** 1.e8B 2.d8Q 3.Qa5+ Kb8 4.c7+ Kxc8 5.Qb6 6.e8R+ Kd7 7.Rd8+ Ke7 8.e8S+ Kf7 9.Qg6+ Qxg6#. White AUW mini! Great deployment of the promoted wQ. (DM)  
**C0293** 1.Bh1 2.Bh5+ g4 3.fgx3ep+ Kd2 5.Bh1 6.Qg5+ f4 7.exf3ep+ Kc3 8.Qe3+ Kxe4 9.Qg1 10.Rc8+ Kc3 12.Rg2 13.f2 Kd2=. Two *en passant* captures with subtle motivation and timing. (A)  
**C0294** 1.b1R 2.Rb8+ Ka7 3.f1Q+ Rxe1 4.hxg1Q+ Ka6 5.e1Q+ Ka5 6.d1Q+ Ka4 7.c1R+ Kxa3 8.Qa4+ Kxa9 9.Qa5+ Kxa6 10.Qa6+ Kxa5 11.Qa7+ Kxa6 12.g1Q+ Kxb6 13.Re+ dxe8B 14.Qg8 hxg8=. Promotions to black RQQQRQ and white BS! (A)  
**C0295** 1.Kc5 2.Bc4+ b5 3.Rxg3 4.Ra3! 5.Ral 6.Ba2! 7.axb6 ep 8.d6 9.Bx7+ 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.d4! (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.Rxg3? (>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.Bx7+ 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 (phser-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