

In April, your humble correspondent stumbled upon a simple concept 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!

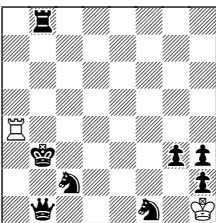
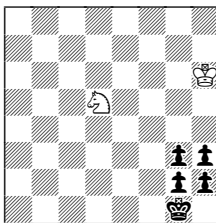
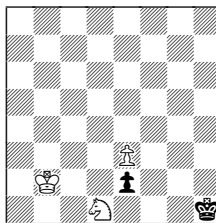
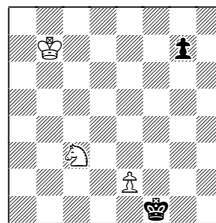
A *parry series-mover* alters the standard rules prior to the last move as follows:

- 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: *ps<sub>er</sub>-\**. Individual parries are underlined in the solutions.

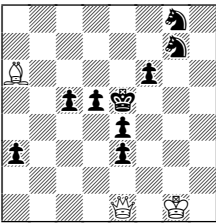
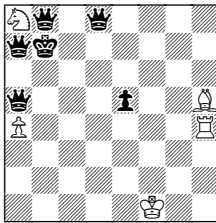
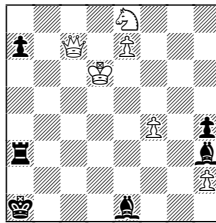
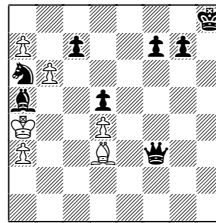
Special thanks to Kevin Begley, Mark Kirtley (**MK**), Mike Neumeier, Kostas Prentos, George Spficas (**GPS**) and Rasa, who helped inspire and pre-screen this debut!

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 promote mimicking the twinned piece. After **PS4**'s excelsior intro, White parries 8 straight checks to complete his own.

<p><b>PS1: DM original</b></p>  <p>ps<sub>er</sub>-h#7 (2+8)</p>	<p><b>PS2: DM original</b></p>  <p>ps<sub>er</sub>-h#6 (2+5)</p>	<p><b>PS3: DM original dedicated to Perry Sill</b></p>  <p>ps<sub>er</sub>-h#7 b) wBd1 (3+2)</p>	<p><b>PS4: DM &amp; GPS original</b></p>  <p>ps<sub>er</sub>-h#14 (3+2)</p>
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**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#

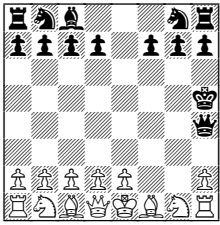
**PS5** offers a basic directmate scheme with model-mates. The meatier **PS6** profiles my favorite problem tactic (batteries) in successive fashion. **PS7** lands a series novelty: Grimshaw. The *auto-stalemate* **PS8** calls for a string of White moves stifling his own army; three timely 8th-rank checks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

<p><b>PS5: DM original</b></p>  <p>ps<sub>er</sub>-#3 (3+9)</p>	<p><b>PS6: DM original</b></p>  <p>ps<sub>er</sub>-#6 ✓ (5+6) 4 bQ's</p>	<p><b>PS7: DM original</b></p>  <p>ps<sub>er</sub>-s#10 (6+6)</p>	<p><b>PS8: DM original</b></p>  <p>ps<sub>er</sub>-!=15 (6+8)</p>
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**PS5:** 1.Qg3+ Kd4 2.Qe1 3.Qa1# 1...Ke6 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=

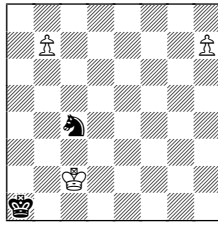
Mark's **PS9** will surely garner a smile: perhaps the shortest possible parry proofgame ending in mate? In **PS10**, George harvests superb four-corner effects. His other miniature, **PS11**, features delicate timing and echoed underpromotions. Our final entry combines promotions and parries in an interesting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

**PS9: MK original**



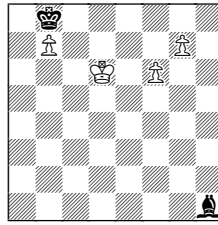
pser-PG in 10 (14+14)

**PS10: GPS original**



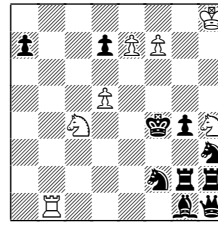
pser-s=10 (3+2)

**PS11: GPS original**



pser-s#10 (4+2)

**PS12: DM original**



pser-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.a1R 6.Ra8+ f8B 8.Rxd5 9.Rh5+! Bh6+! (parry with check) 10.Rg5 15.d1Q 16.Qd8+ e8S 17.Qf6+ Sxf6 18.g3 Rf1=