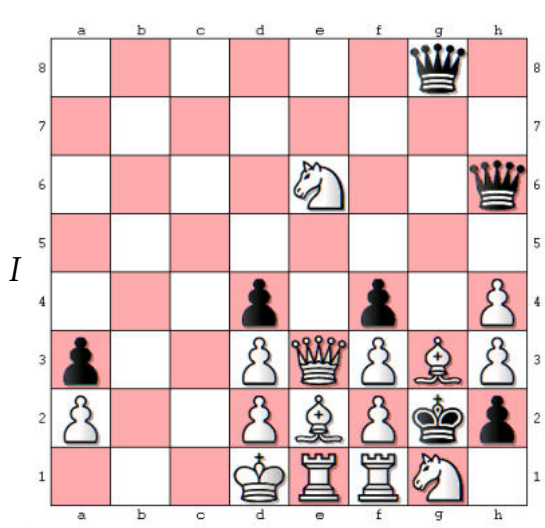


Bonus Study: Judge's Participation

The following study is original and, obviously, presented *out of competition*.

I wanted to include it because I believe that it is animated by the same restless search for unexplored forms that has distinguished many studies in this tournament. And I felt it would have been dishonest to celebrate artistic audacity in others without also exposing a fragment of my own (even if, perhaps, those ten years already spoke clearly enough.)

And yes, someone could ask why I insist on searching for new frontiers inside orthodox chess, instead of moving toward fairy conditions and pieces. My answer is simple: for me, the deepest fascination comes precisely from trying to bend the same ancient rules and the same 500-years-old pieces toward territories they were never supposed to reach.



White to move and win
Composed by **Daniele Guglielmo Gatti**



WARNING: Do not try this at home!

I could call this an experiment in controlled chaos. The move 3. Qc7!! is the heart of the composition: a paradoxical calm within madness. The Bishop promotion (h1=B!) is a deliberate act of rebellion against convention, and White's quiet reply Bh2! restores the aesthetic balance.

Grotesque becomes beauty through contradiction.

And yes, it's a legal position.

Yes, it counts two black Queens already on the board.

Yes, the keymove is a capture, and so are the subsequent moves, that's bad. Everyone knows.

Yes, it seems the result of a play between two drunk Grandmasters who made a bet on who can create the most absurd position ever seen.

Yes, it seems an "horror movie" (*cit.*).

And yet, despite all this, every absurdity has a reason. Every imbalance hides a geometrical necessity. The monster is alive, and anatomically coherent.

Solution: 1. Nxf4+ {!} Qxf4

(1. .. Kh1 2. Ne6 {!!!} (NOT 2. Nd5 {?} Qb6 {!!!} 3. Nc3 Qxa2 {!!!} 4. Nxa2 Qb3+ {!} 5. Kc1 Qb2+ {!} 6. Kd1 Qxa2 {!} 7. Qxd4 Qb1# {!!!}) 2. .. Qhxe6 3. Qxe6 Qxe6 4. f4 {! +-})

2. Qxf4 Qb8 (2. .. Qxa2 3. Qb8 {!} Qa1+ 4. Kc2 {!} Qa2+ 5. Kc1 {!} Qa1+ 6. Qb1 {! -+})

3. Qc7 {!!!} (3. Qxb8 {?} h1=B {!} 4. Qb2 axb2 5. Kc2 b1=Q+ {! Draw})

3. .. Qb1+ 4. Qc1 h1=B 5. Bh2 {!!!} 1-0