



1 - 2026
Gennaio-Marzo
163

Sinfonie Scacchistiche

Trimestrale di informazioni sul problema di scacchi a cura de
l'**Associazione Problemistica Italiana** [A.P.I.]
www.accademiadelproblema.org

Abbiamo oggi la situazione di bel Torneo (o meglio, i due tornei!) che ci diranno il verdetto che il Giudice GATTI ha stilato per il 2025. Una eccellente dimostrazione che questi compositori, all'occorrenza, possono esprimere quan-

do si cimentano nel complesso e difficile giudizio sui problemi in questione. GATTI ci è riuscito benissimo e per questo tributiamo per intero la nostra incondizionata stima per questo: grazie davvero!

Sinfonie Scacchistiche

Torneo Informale 2025

Studies 2025

AWARD

Judge: **Daniele Guglielmo GATTI**

I evaluated total of 22 studies for the year 2025. The overall level of the tourney was, in my opinion, good.

Four studies were excluded for technical reasons:

S. Nosek (nr 1003): cooked (4... Nf4! Black wins). This cook is blatant and very easy to detect: I was surprised to discover it.

B. Neuenschwander (nr 1004): completely anticipated by Dobrescu E. (1983 and previous versions) and also Kovalenko & Skripnik (2002). The predecessors show better construction and flow, so I had to exclude this study.

P. Arestov & A. Skripnik (nr 1058): completely anticipated configuration of the pinned w Bb2 + 13.Ka8! trick (Paskalka M., 2000; Nestorescu V., 2004). As this is probably the main highlight of the study. I have to call this anticipation as significant, because other than a well-known single (and impure) Novotny. I cannot see enough relevant content. Other minor issues, like BTM and the consistent 2nd stalemate (the position is already a theoretical draw), did not help.

R. Staudte & M. Schlosser (nr 1060): the positional fortress is completely anticipated by Dobrescu E., Shakhmatny v SSSR, Special prize (1973) – critical position FEN: 8/8/8/8/6k1/6N1/6KR/2q5. In my opinion, the "addition" of the Queen staircase and the echo stalemates are not enough to save the study, since it is, in fact, an extension of earlier research on a position already known.

The award was therefore based on a total of 18 studies. Some quick comments on the other studies excluded from the award:

M. Hlinka & L. Kekely (nr 963): technical endgame without particular surprises.

M. Hlinka & P. Arestov (nr 1002): a positional draw in which I do not see any particular artistic element.

A. Jasik (nr 1195): the final checkmate picture is nice, but the construction of the mating net and the initial position appear to me a bit too forced and artificial.

P. Arestov & P. Klug (nr 1196): technical zugzwang endgame, which I did not consider enough brilliant for a distinction.

I. Aliev (nr 1198): mixed feelings about this study. Although it seems to be completely original, overall the scheme gives me an impression of "already seen" or to be in some way too predictable. Maybe just a matter of taste.

M. Pasma (nr 1201): pleasant struggle, but did not leave a strong impression.

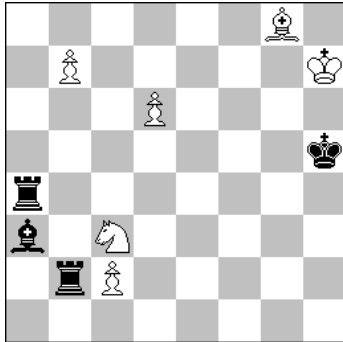
C. Aydinoglu (nr 1205): 18 men on the board for a classic Iure theme (and no more) simply do not give this study a chance to stand out.

C. Aydinoglu (nr 1206): a bit better than the previous one, but still too heavy a position for such a short and thematically light solution.

In the end, I awarded 10 studies, slightly more than half of the total. I had some difficulty in choosing the order of the honored studied, particularly amongst the prizes and honourable mentions, as the average quality of the studies was very similar and everything came down to small details and feelings.

I propose this ranking:

1202 – **M. Pasman**
Sinfonie Scacchistiche 2025
1st Prize



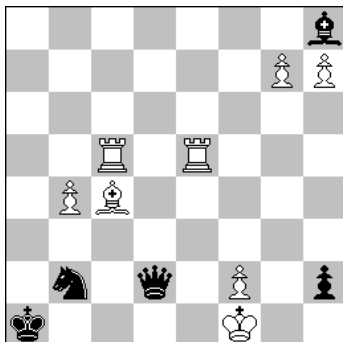
= 6+4

After much reflection, I have decided that this is my absolute favorite study of this series. In a light and natural position, a lively game unfolds, full of tactics and counter-tactics, and concludes perfectly, after the White seemed lost due to the discovered attack on the Queen. Artistically valid and also enjoyable to solve: this once again demonstrates the Author's rare ability to combine productivity with quality.

Soluzione:

1.d7! [1..Af7+, Rg5; 2.Cxa4, Txb7 {losing d-pawn and black wins}; 3.Rg8, Axd6] 1... **Td4** [1... Ae7; 2.Cxa4 {d-pawn is kept and draw}]; **2.Cd5!** [2..Af7+, Rg5; 3.Cd5, Ae7!; 4.c3 {and opened h-file is drawback for white e.g.}, Th4+; 2..Ad5, Txb7] 2... **Ae7** [2... Txb7?; 3.Af7+, Rg4; 4.d8=D]; **3.c3!** [3..Af7+, Rg5] 3... **Td1** [3... Txb7; 4.cxd4 (4..Af7+, Rg5; 5.cxd4, Txd7; 6.Cxe7) 4... Txd7; 5.Af7+, Rg5; 6.Cxe7]; **4.Cb4!**, **Axb4** [4... Txd7?; 5.Af7+!, Rg5; 6.b8=D]; **5.Af7+!** [5..b8=D, Txd7+; 6.Af7+, Txf7+; 7.Rg8, Tf8+] 5... **Rg5**; **6.b8=D**, **Th1+**; **7.Ah5!** [7..Rg8, Th8+!; 8.Rxh8, Axc3+] 7... **Txh5+**; **8.Rg8**, **Th8+**; **9.Rxh8**, **Axc3+**; **10.Rh7!**, **Txb8**; **11.d8=D+**, **Txd8** stallo! ½-½

1005 – **R. Staudte**
M. Schlosser
M. Minski
Sinfonie Scacchistiche 2025
2nd Prize



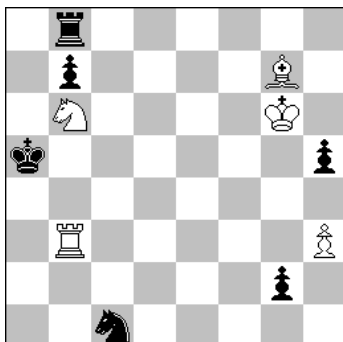
+ 8+5

A theme that I always like and which, not by chance, I have ranked among the top in the list. The study shows three sacrifices in a1, one of which is a decisive Queen sacrifice, to remove the obstacle-pawn on h7, even though paradoxically it is much closer to promotion than the pawn that will actually tip the balance of the result. Clean and straightforward play, spectacular enough, and a minimal ending: a demonstration that teamwork almost always pays off.

Soluzione:

1.Ta5+, **Ca4!** [1... Rb1; 2.Aa2+ +-]; **2.Txa4+**, **Rb1**; **3.Ta1!** [3..Aa2+?, Rb2; 4.Ad5, Dxd5!; 5.Txd5, h1-D+ =] 3... **Rxa1**; **4.Ta5+**, **Rb1**; **5.Aa2+**, **Dxa2** [5... Rc1; 6.Tc5+, Rd1; 7.Ab3+ +-; 5... Rc2; 6.Tc5+, Rd3; 7.Ab1+, Rd4; 8.gxh8D#]; **6.Rg2**, **h1Q+** [6... Axc7; 7.Txa2+-]; **7.Rxh1**, **Dxf2**; **8.Ra1!** [8.g8D?, Dh4+; 9.Rg2, De4+; 10.Rh3, Dh1+ =; 8.gxh8D?, De1+/Dh4+; 9.Rg2, Dd2+; 10.Rg3, Dc3+!; 11.Dxc3 stallo] 8... **Rxa1**; **9.gxh8D+**, **Rb1**; **10.Da1+**, **Rxa1**; **11.h8D+**, **Rb1**; **12.Dh7+**, **Ra2/Rb2**; **13.Dh2**, **Dxh2+**; **14.Rxh2**, **Rb3**; **15.b5** e il Bianco vince. 1-0

1204 – **A. Vorovich**
Sinfonie Scacchistiche 2025
3rd Prize



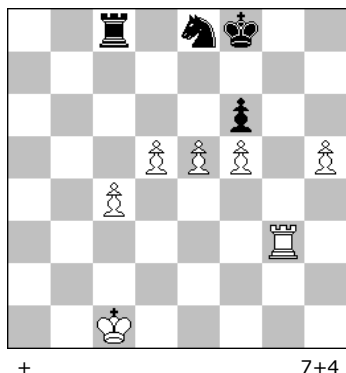
= 5+6

Rook elegantly trapped and forced into perpetual flee, after a coherent introduction that places a witty Ng2 as a permanent obstacle to its liberation. I particularly liked this study for his quiet elegance, the light and natural position and its ability to show unexpected and hidden resources in an apparently hopeless position.

Soluzione:

1.Cc4+! [1..Tg3?, Ce2; 2.Txg2, Cf4+; 3.Rf7, Cxg2; 4.Cc4+, Rb4 -+], **Ra4** [1... Ra6; 2.Tb6+, Ra7; 3.Ad4 =]; **2.Tg3**, **Ce2**; **3.Txg2** [3..Cb2+?, Rb5; 4.Tg5+, Rc6; 5.Rxh5, g1D; 6.Txg1, Cxg1; 7.h4, Cf3; 8.Rg4 (8..Af6, Tg8 -+), Tg8; 9.Rxf3, Txg7 -+], **Cf4+**; **4.Rf7!**! [White sets a trap for the black rook, taking control of the e8 and g8 squares. 4.Rg5?, Cxg2; 5.Rxh5, b5 and for the black pawn, White must give up a piece]; **5.Ae5!**, **Td8** [The material position is winning for Black, but the rook unexpectedly finds itself in a trap]; **6.Re7!**! [The d1-d8-line is closed to the rook because of the knight fork], **Tg8** [6... Rb4; 7.Rxd8, Rxc4; 8.Re7 =]; **7.Rf7**, **Tg5** [Black's only response, since the poorly placed black knight takes away the free g1 and g2 squares from the rook]; **8.Rf6!**! [The white king continues to pursue the rook and forces black to repeat moves], **Tg8**; **9.Rf7**, **Td8**; **10.Re7** e patta pozionale. ½-½

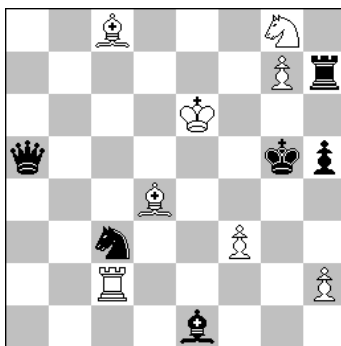
1200 – **M. Pasman**
Sinfonie Scacchistiche 2025
1st Honourable Mention



+

7+4

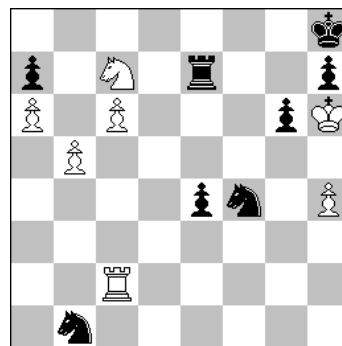
1207 – **S. Osintsev**
Sinfonie Scacchistiche 2025
2nd Honourable Mention



+

8+6

1203 – **A. Avni**
Sinfonie Scacchistiche 2025
3rd Honourable Mention



+

7+8

1200 – **M. Pasman** – **1st Honourable Mention**

An elegant victory built on surgical subtleties. Until the very end, it is difficult to understand which move will be decisive, a sign of the powerful tension built during the solution. The Black defense is clever, but barely insufficient.

Soluzione:

1.d6 [1.h6, Txc4+; 2.Rd2, Tc7] 1... fxe5 [1... Txc4+; 2.Rd2, fxe5]; 2.d7, Txc4+; 3.Rd2, Re7 (3... Td4+; 4.Td3); 4.Tg7+! [4.Td3, Rd8!; 5.dxe8=D+, Rxe8] 4... Cxg7; 5.f6+; Rf7! [5... Rxd7; 6.fxg7, Tg4; 7.h6]; 6.d8=D, Td4+; 7.Dxd4, exd4; 8.h6!, Ce6; 9.h7 e il Bianco vince. 1-0

1207 – **S. Osintsev** – **2nd Honourable Mention**

A precise maneuver that jointly traps the enemy King and Queen, culminating in an ideal mate. Good construction and flow. The complexity and intricacy of the decoying moves, especially after 6. Kd7? and 7. Bc5?, add value to the study.

Soluzione:

[Try 1.Ae3+?, Rh4; 2.Ce7, Dd8; 3.Ad4, Cd5!; 4.Cf5+, Rh3; 5.Re5, Cb4; 6.Ce3+, Dxc8; 7.Txc8, Tg7= . 4.Cxd5, Dg8+; 5.Rd6, Th6+; 6.Re7, Dxd5; 7.Af6+, Txf6; 8.RKxf6 =] 1.Ce7, Tg7; 2.Ae3+, Rh4; 3.Cf5+, Rh3; 4.Cxg7, Ce2! [4... Dd8; 5.Ad7, Ce2!; 6.Txe2, Ab4; 7.Ag5!, Dxc5; 8.Rf7+!; 9.Txe2 [5.Cf5?, Da8 = 5.Rf7+?, Rg2; 6.Txe2+, Rxf3 =] 5... Dc3! [5... Dc7; 6.Ad7 +;]; 6.Ad7! [Thematic try 6.Rd7?, Dxc7+; 7.Rc6+!, Rh4; 8.Ac5, Dc3!; 9.Te3, Dc1!; 10.f4, Dxc5+! (10... Ab4?; 11.Th3=); 11.Rxc5, Af2; 12.Rd4, Axe3+; 13.Rxe3 = model stalemate] 6... Dxc7; 7.Ah6! [Thematic try 7.Ac5?!, Ag3! (7... Ac3?; 8.Ae7!, Dd4; 9.Af8!, Dd3; 10.Re7+, Rh4; 11.Te4+, Rg5; 12.h4+, Rg6; 13.Te6+, Rh7; 14.Th6+, Rg8; 15.Ae6=); 8.Ad6, Ah4!; 9.Ab4, Ag3! positional draw... 10.hxg3, Dg6+; 11.Rd5+, Rxg3; 12.Ad6+, Rxf3 =. Thematic try 7.Af4?, Rh4; 8.Te4, Dg8+!; 9.Re7, Dg7+!; 10.Re6, Dg8+ = perpetual check. 8.Ae5, Dg8+; 9.Rf6, Dd8+; 10.Re6, Dg8+ = perpetual check. 8.Txe1, De7+; 9.Rxe7 =. 7.Ag5?! , Af2; 8.Txf2, Dxc7 =. 7.Ad4?! , Dxd4; 8.Re7+, Rh4; 9.Te4+, Dxe4+; 10.fxe4 =] 7... Dxc7; 8.Rf7+ [8.Re7+?, Rh4; 9.Te4+, Rg5 =] 8... Rh4; 9.Te4+, Rg5; 10.h4+ [10.f4+?, Rh4; 11.f5+ =] 10... Axh4; 11.f4=! ideal mate. 1-0

1203 – **A. Avni** – **3rd Honourable Mention**

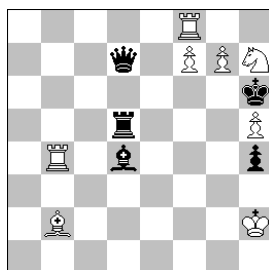
White sacrifices practically everything to ultimately achieve a winning pin, taking advantage of the weakness of the 8th rank. The Rook desperado defense in c5, which also reopens the critical diagonal which Black attempted to close with his Knight sacrifice, is remarkable.

Soluzione:

1.Ce6! [black threatened both ... Txc7 and ...Te5], Cxe6; 2.b6, axb6 [2... Cd8; 3.Tf2, Rg8 (3... Te8; 4.c7, axb6; 5.c8=D, Cf7+; 6.Txf7, Txc8; 7.a7, e3 (7... Cc3; 8.Tc7!)); 8.Tb7, e2; 9.Tb8]; 4.c7, Cf7+; 5.Txf7, Rxf7; 6.c8=D). 2... Cc3; 3.b7 (3.Txc3?, Cd8) 3... Te8; 4.Txc3, Cd8; 5.Rg5!]; 3.c7, Cxc7 [3... Txc7; 4.a7]; 4.a7, Cc3! [closes the diagonal a1-h8 (4... Rg8; 5.Txc7, Txc7; 6.a8=D+, Rf7; 7.Dxe4 {wins material}). 4... Te8; 5.Txc7, e3; 6.Te7, Tc8; 7.Tb7, e2; 8.Tb8]; 5.Txc3, Te5; 6.a8=D+, Ce8 [6... Cxa8; 7.Tc8+]; 7.Tc5! [opens the diagonal a1-h8], bxc5; 8.Da1 e il Bianco vince. 1-0

1199 – **M. Pasman**

Sinfonie Scacchistiche 2025
1st Commendation

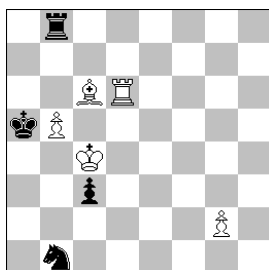


+

8+5

1001 – **M. Hlinka**
L. Kekely

Sinfonie Scacchistiche 2025
2nd Commendation

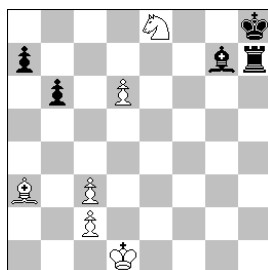


+

5+4

1059 – **P. Boll**

V. Tarasyuk
Sinfonie Scacchistiche 2025
3rd Commendation

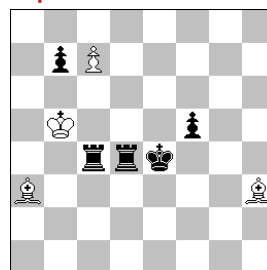


+

6+5

1197 – **P. Boll**

Sinfonie Scacchistiche 2025
Special Commendation



+

4+5

1199 – **M. Pasman** – **1st Commendation**

A game of sacrifices, tactics, and minor promotions (double!). It's just a pity that the black Queen practically stands still in the starting square, and her only purpose is to be captured.

Soluzione:

1.Tb6+! [{Thematic try: 1.g8=D, Ag1+!; 2.Dxc7, Td2+; 3.Dg2, Dd6+; 4.Rh3, Txc7; 5.Rxc7, Dxb4. 1.Axd4, Dc7+; 2.Rh1, Txd4; 3.Txd4, Dc1+; perpetual check. Thematic try: 1.g8=C+?, Rxh7; 2.Cf6+, Axf6; 3.Th8+, Axh8 (3... Rxh8?; 4.Axf6+, Rh7; 5.f8=C+!); 4.f8=C+ {with 2 knight promotions leads only to a draw}] 1... Af6! [1... Axb6; 2.g8=C+!, Rxh7 (2... Rxh5; 3.Cg6+); 3.Cf6+. 1... Rxc7; 2.Tg6+, Rxh7; 3.Th8+, Axh8; 4.f8=C+!]; 2.Txf6+ [2.g8=C+, Rg7; 3.Txf6, Td2+; 4.Tf2+, Txb2; 5.h6+, Rg6!; 6.Txb2, Dd6+!; 2.Axf6, Td2+] 2... Rxh5; 3.Tf5+!! [3.Ad4, Dc7+!; 4.Rh1, Txd4; 5.Tf5+, Rh6; 6.g8=C+, Rxh7; 7.Cf6+, Rg6; 8.Tg8+, Rxf5. 3.g8=D, Dc7+!; 4.Rh1, Td1+; 5.Tf1, Dc6+; 6.Rg1, Dd6+. 3.Td8, Td2+!] 3... Txf5 [3... Dxf5; 4.Cf6+!]; 4.Cf6+!, Txf6; 5.Th8+,

Th6; 6.Txh6+! [6.f8=D {is perpetual check, eg.}, Dd2+; 7.Rg1, Dg5+; 8.Rf1, Db5+; 9.Re1, Da5+; 10.Rd1, Dd5+; 11.Rc1, Dc4+; 12.Rd2, Dd5+; 13.Rc3, Dc6+; 14.Rd3, Db5+] **6... Rxh6; 7.g8=C+!** [Finally promotes (see first move) - to knight}. 7.f8=D, Dc7+; 8.Rg2, Dg3+; 9.Rf1, Dd3+ {perpetual check}] **7... Rg6; 8.f8=C+!** {2 knight promotions, 2 knight promotions also in thematic try}. 8.f8=D, Dd2+; 9.Rg1, Dg5+; 10.Rf1, Db5+; 11.Re1, Da5+; 12.Re2, Db5+ {perpetual check}] e il Bianco vince. **1-0**

1001 – M. Hlinka/L. Kekely – 2nd Commendation

Unexpected Festina Lente, given the seemingly open plains for the white pawn. The rest of the endgame is technical, but remains smooth. Some minor duals, but all absolutely forgivable.

Soluzione:

1.Rb3, c2 [1... Tg8; 2.Td4!, Tg3; 3.Ta4+, Rb6; 4.Rc2, Cd2; 5.Ta3!, Cc4; 6.Txc3, {for example}, Tg4; 7.Rd3, Ce5+; 8.Re3, Cxc6; 9.Txc6+, Rxb5; 10.Tc2]; **2.Rxc2, Ca3+; 3.Rb3** [3.Rb2?, Cc4+. 3.Rc3?, Cxb5+; 4.Axb5, Rxb5!; 5.Td5+, Rc6; 6.Tg5, Rd6], **Cxb5; 4.Td5, Ra6** [4... Tg8; 5.Txb5+]; **5.Axb5+, Txb5+; 6.Rc4** [6.Txb5?, Rxb5; 7.Rc3, Rc5; 8.Rd3, Rd5; 9.Re3, Re5; 10.Rf3, Rf5; 11.Rg3, Rg5; 12.Rh3, Rh5], **Tb2; 7.g3!** [{festina lente} 7.g4?, Rb6!; 8.Td4, Rc6; 9.Rd3, Rc5; 10.Re3, Te2+!; 11.Rxe2, Rxd4; 12.Rf3, Re5], **Rb6; 8.Td3** [8.Td6+?, Rc7], **Rc6; 9.Rd4, Te2!; 10.Te3, Tf2; 11.Re4** [11.Td3, Te2; 12.Te3, Tf2; 13.Re4 {strata casu}], **Rd6; 12.Tf3, Tb2; 13.Rf5!** [13.Tf6+?, Re7!], **Tb8; 14.Rg6** [14.Te3?, Tf8+!; 15.Rg6, Rd5!; 16.g4 (16.Te7, Tg8+; 17.Tg7, Txg7+; 18.Rxg7, Re4), Tg8+; 17.Rf5, Tf8+; 18.Rg5, Tg8+; 19.Rf4, Tf8+; 20.Rg3, Tg8], **Tg8+; 15.Rf7, Tg4; 16.Rf6, Rd5; 17.Rf5, Tg8; 18.Td3+, Rc4; 19.Ta3!** [19.Tf3?, Tf8+], **Rd5; 20.Ta5+** [20.g4?, Tf8+; 21.Rg5, Tg8+; 22.Rh5, Th8+], **Rd6; 21.Ta6+** [and wins, for example: (21.g4?, Tf8+), **Re7; 22.g4, Tf8+** [22... Rf7; 23.Ta7+, Rf8; 24.Ta8]; **23.Rg5, Tg8+** [23... Rf7; 24.Tf6+]; **24.Tg6, Ta8; 25.Rh6, Rf7; 26.Tg7+, Rf8; 27.g5** e vince. **1-0**

1059 – P. Boll/V. Tatasyuk – 3rd Commendation

The battlefield gradually shifts, then comes the brilliant 7. c4!, which just in time clears the way for the victorious final march of the white Knight. Simple but attractive.

Soluzione:

1.d7, Th1+; 2.Re2, Th2+; 3.Rf3! [Try: 3.Rd3?, Ah6; 4.Cf6 (4.Cd6, Td2+; 5.Re4, Ag5; 6.Cf7+, Rg7; 7.Cxg5, Txd7), Td2+; 5.Re4, Ag5; 6.Ac1, Txd7). 3.Re1, Th1+; 4.Rf2, Th2+; 5.Rf3 {see solution}], **Td2; 4.Ad6** [4.Cd6?, Af6] **4... Af6!; 5.Cxf6, Txd6; 6.Re4, a5; 7.c4!** [Thematic try: 7.Re5?, Txd7; 8.Cxd7, a4; 9.Cxb6, a3; 10.Cc4, a2] **7... a4; 8.c5!** [8.Re5?, Txd7; 9.Cxd7, a3] **8... bxc5; 9.Re5, Txd7; 10.Cxd7, a3; 11.Cxc5, a2; 12.Cb3** e il Bianco vince. **1-0**

1197 – P. Boll – Special Commendation

An unusual position combined with amusing Bishop maneuvers do justice to this small study, to which I give a special "in closing" recognition.

Soluzione:

1.Ac5, Txc5+; 2.Rxc5, Td1; 3.Axf5+!, Re5! [3... Rxf5; 4.c8=D+]; **4.Ae6!** [4.c8=D?, Tc1+] **4... Td6** [4... b6+; 5.Rb4!, Tb1+; 6.Ab3, Tc1; 7.Ac4, Tb1+; 8.Rc3]; **5.Ad7!** [5.c8=D?, Rc6+] **5... Td1; 6.Ab5, Tc1+; 7.Ac4** e vince. **1-0**

The award will become final three months after its publication.

Claims should be sent to the Director, Valerio Agostini.

(valerio.agostini@gmail.com).

Congratulations to the honored composers and good luck to the not-honored for next time!

FIDE International Judge: **Daniele Guglielmo GATTI**

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Sinfonie Scacchistiche

Torneo Informale 2025

Selfmates 2025

AWARD

Judge: **Daniele Guglielmo GATTI**

I evaluated a total of 26 selfmate problems for the year 2025.

The majority were multi-move problems, a trend that seems increasingly popular among selfmate composers, although it is not always synonymous with quality, and I say this as a composer of long selfmate problems! The overall level of the tourney was average. Several problems had constructional flaws, overly mechanical solutions, weak ideas or overabundance of certain themes, so I had to do some filtering work. But in the end, I could call myself somewhat satisfied by the awarded problems.

Three problems were excluded for technical and stylistical reasons:

S. Dowd (nr 1189): Bishop promotion with following windmill is a well-known idea already anticipated in several selfmates, including some of my own. The overly basical construction and conception make this problem, although amusing, insufficient.

Z. Labai & A. Fica (nr 1000): although the multi-phase idea is appreciable, I cannot consider valid an orthodox selfmate with two distinct solutions as if it was an helpmate. In my personal view, this habit should not be encouraged.

S. Dowd (nr 1194): another 2-solutions selfmate. As said before, this is not acceptable for me. In any case, the two solutions lack organic connection and suffer from overly computer-like conception.

The award was then based on 23 problems.

Some quick words about the unawarded ones:

G. Jordan (nr 962): a good mechanism... in search for a good theme!

A. Stepochkin (nr 996): a Fata Morgana theme with not particularly exciting manoeuvres. As a general remark, I would advise against submitting too many works with the same theme to the same competition: they inevitably end up competing with one another.

S. Dowd (nr 998): apart for some switchbacks, I see nothing really noteworthy here.

S. Dowd (nr 1052): two Bishop sacrifices do not, in my opinion, qualify as a "persistent Bishop sacrifice". Maybe four or five could!

A. Tarnawiecki & S. Dowd (nr 1053): a couple of "apparently unmotivated" moves in the beginning are not enough to distinct a widely common selfmate manoeuvre and configuration.

S. Dowd (nr 1055): a nice key. I would have appreciated, however, a more active involvement of the black Knight, which just stands still, unable to participate to the game.

J. Lipka (nr 1056): too small problem to gain a distinction.

J.A. Garzón (nr 1057): the discovered mate with fourfold-dual is not so disturbing, but the construction and the flow is too simple and mechanical.

S. Dowd (nr 1183): complete white Bishop circuit. But nothing else around it that could turn it into something artistically remarkable.

J. Holubec (nr 1187): I fail to see any interesting content.

W. Tura (nr 1193): synthesis of sparse thematic elements does not automatically make a problem good. Not a bad work, but just ordinary.

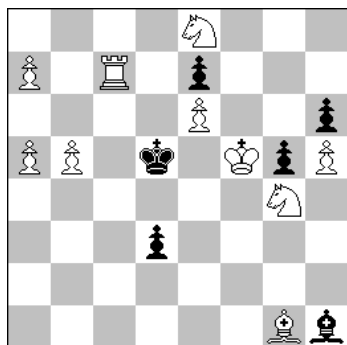
So, I awarded a total of 12 problems. I highlighted the works that seemed most interesting to me or that had some noteworthy detail. I nevertheless remained faithful to my judging style: good problems usually speak for themselves, without the need for excessive commentary or artificial intricacies.

I propose the following ranking:

1054 – A. Stepochkin

Sinfonie Scacchistiche 2025

1st Prize



S≠15

10+6

Poetic dance of the Bishop, to which the Rook is then added, to set up a closed battery so that the Queen can participate for the final checkmate. I have no particular doubts in awarding this problem first place.

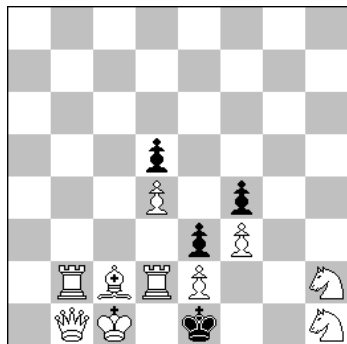
Soluzione:

1.Ah2! (~; 2.a8=D+, Rd4; 3.De4+, Axe4#), Rd4; **2.Ae5+**, Rd5; **3.Ag3**, Rd4; **4.Af2+**, Rd5; **5.Ae1**, Rd4; **6.Ac3+**, Rd5; **7.Ad2**, Rd4; **8.Ae3+**, Rd5; **9.Ac1**, Rd4; **10.Ab2+**, Rd5; **11.Tc3**, Rd4; **12.Tc6+**, Rd5; **13.a8=D**, qualsiasi; **14.Tc3+**, Rd4; **15.De4+**, Axe4#

997 – S. Dowd

Sinfonie Scacchistiche 2025

2nd Prize



S≠9*

10+4

Among the many Fata Morgana proposed by the Author in this tournament, this is perhaps my favorite: I like the idea of the altered pawn checkmate (but not too much). In any case, a Rd2 is captured with checkmate, but the King changes sides, showing good strategic and artistic coherence. The pieces work with harmony and coordination, and the final return of the Bishop to c2 is also pleasing.

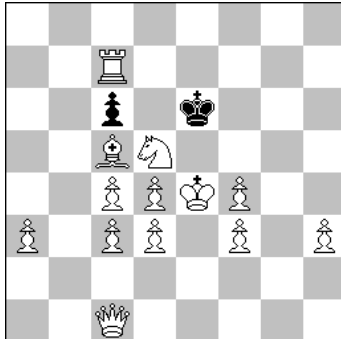
Gioco Apparente:

1... exd2#

Soluzione:

1.Td3!, Rxe2; **2.Ta2**, Re1; **3.Db4+**, Re2; **4.Aa4**, Rxd3; **5.Rd1**, e2+; **6.Re1**, Re3; **7.Dc4**, dxc4; **8.Td2**, c3; **9. Ac2**, cxd2#

960 – **A. Steepochkin**
Sinfonie Scacchistiche 2025
3rd Prize



S≠11

13+2

Long preparatory maneuvers to build the mating net in the Author's typical style, who slowly constructs his solutions like a *boa constrictor* suffocating its victim little by little. An always appreciated artistic touch is the Knight switchback on the d5 square. It is also interesting to note that 1. Nb6? does not work, since it would prevent the black King from occupying the important d7 square later.

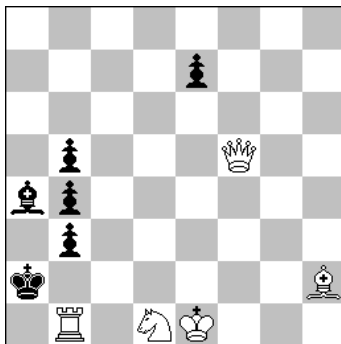
Gioco Virtuale:

1.De3?, cxd5+; 2.cxd5!

Soluzione:

1.Cb4!, Rf6; 2.Dg1, Re6; 3.Dg8+, Rf6; 4.Dh8+, Re6(Rg6); 5.Tg7, Rf6; 6.Ae7+, Re6; 7.c5, Rd7; 8.Ah4+, Re6; 9.Af2, Rf6; 10.Ae3, Re6; 11.Cd5, cxd5#

1184 – **S. Dowd**
A. Tarnawiecki
Sinfonie Scacchistiche 2025
1st Honourable Mention

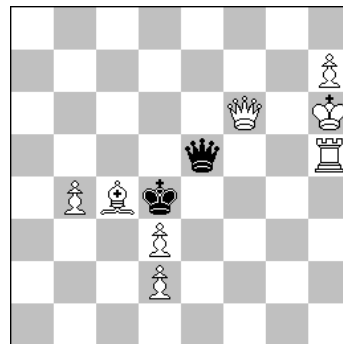


S≠9

5+6

1186 – **S. Dowd**

Sinfonie Scacchistiche 2025
2nd Honourable Mention

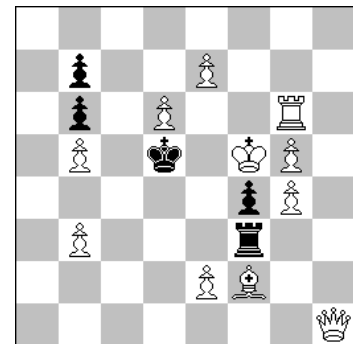


S≠9*

8+2

1185 – **A. Steepochkin**

Sinfonie Scacchistiche 2025
3rd Honourable Mention



S≠10

11+5

1184 – **S. Dowd/A. Tarnawiecki** – **1st Honorable Mention**

The whole maneuver is entertaining, and even the final checkmate position is pleasant, with only the white Bishop left to act as a solitary guardian for any of the black pieces that might not want to cooperate.

Soluzione:

1.Tb2+, Ra3; 2.De5, e6; 3.De2, e5; 4.Rd2, e4; 5.Rc1, e3; 6.Cc3, bxc3; 7.Ad6+, b4; 8.Ta2+, bxa2; 9.Db2+, cxb2#!

1186 – **S. Dowd** – **2nd Honorable Mention**

Another Fata Morgana: here the strong point lies in the economy of material and in the clever diversification to ultimately achieve the same result.

Gioco Apparente:

1... Dxf6#

Soluzione:

1.Ab5, Rd5; 2.Dd8+, Re6; 3.Ac4+, Dd5; 4.h8=D :

A - 4... Dxc4; 5.Dh-e5+, Rf7; 6.Dd8-e7+, Rg8; 7.Dh8+, Rxh8; 8.Df8+, Dg8; 9.Dg7+, Dxc7#

B - 4... Rf7; 5.Dh-h7+, Re6; 6.Dh-e4+, Rf7; 7.Dd-e8+, Rf6; 8.Df8+, Df7; 9.Df-g7+, Dxc7#

1185 – **A. Steepochkin** – **3rd Honorable Mention**

The g6 square is already self-blocked, but to achieve checkmate it must be freed and then self-blocked again by the same piece, while the Queen, politely, disappears behind it after making her essential contribution. Good differentiation between the two variations, with exchange of functions R-Q. The discovered mate with the recurring en passant capture is a delightful final surprise.

1190 – **S. Dowd** – **1st Commendation**

I always enjoy maneuvers where the pieces swap places and functions: here the Knight and the Rook coordinate masterfully, only for the work to be completed by the synergy of the pawns with the Queen. The final checkmate position is also nice.

Soluzione:

1.Cc7!, Rd6; 2.f4, Rc6; 3.Cd5, Rd6; 4.Tb7, Rc6; 5.Ce7+, Rd6; 6.Dd3+, Ad4; 7.Dc3!, Af6!; 8.e5+, Axe5; 9.Dd4+, Axd4#

961 – **S. Dowd** – **2nd Commendation**

Yet another Fata Morgana, with well-executed timing maneuvers and varied by the Queen, maneuvers however well known. I could say that this problem is a good example of how to overcome an obstacle with methodical stubbornness and ultimately succeed in one's goal.

Gioco Apparente:

1... Rc2; 2.Db3+, Rc1; 3.Dd1+, Txd1#

Soluzione:

1.Da3+!, Tb2!; 2.Cb6, Rc2; 3.Dd3+, Rc1; 4.Dc3+, Tc2; 5.Da3+, Tb2; 6.Ca4, Rc2; 7.Dd3+, Rc1; 8.Dc4+, Tc2; 9.Df4+, Td2; 10.De3, Rc2; 11. Db3+, Rc1; 12.Dd1+, Txd1#

1191 – **A. Stepochkin** – **3rd Commendation**

Appreciable paradoxical maneuver in which a seemingly important Rook is captured, and it ultimately concludes with a switchback. This problem could have gained a few positions if the same idea had been presented with a slightly less congested position.

Gioco Apparente:

1... fxe5#

Soluzione:

1.b7!, Ra7; 2.Txb5!, Ra6; 3.Tb6+, Ra7; 4.Db5, Rb8; 5.Da6, Rc7; 6.b8T!, Rd6; 7.Dc4, Re7(c7); 8.Tb5, Rd6; 9.Te5, fxe5#

1192 – **J. Jelinek** – **4th Commendation**

Double Adabashev with good variations and differentiation of strategy. I am quite sure that building this problem was not simple. Too bad for the double impure defense 1. ... Rc2, but I guess a correction wasn't possible.

Soluzione:

1.Dh8 [2.Axe4+, Axe4#]

1... Td3(Tc2); 2.Df6+, Cxf6#

1... d3; 2.Cxe3+, Cxe3#

I. Adabashev: line b1-e4 is cut off (on the same square) by two black pieces: Rook and Pawn.

1... g2; 2.De5+, Dxe5#

1... Te8; 2.De5+, Txe5#

II. Adabashev: two mates on the same square e5 by different black major officers (Queen and Rook).

1188 – **J.A. Garzón** – **5th Commendation**

A weak key, but an interesting overall maneuver, with the Bishop returning to g6 to take the function of the Queen, allowing for its sacrifice.

Soluzione:

1.Ab1!, Rf7; 2.g4, Rf8; 3.g5, Rf7; 4.g6+, Rf8; 5.g7+, Rf7; 6.g8=A+, Rf8; 7.Ag-h7, Rf7; 8.Ab-g6+, Rf8; 9.Dxb2, Axb2#

999 – **G. Jordan** – **6th Commendation**

The idea of changing the strategy from battery checkmate (which indeed never occurs with the appropriate defenses) to pawn checkmates is a little paradox which allows this problem to be distinguished. The by-play variation with the battery mate is not annoying, since as already pointed by the Author, it's just an extension of the threat.

Soluzione:

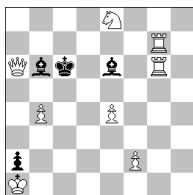
1.Ta4! [droht 2.Lc3 droht 3.Lxd2+ Sxd2#]

1... Ae4; 2.Ad4+, Rxf4; 3.g3+, Rxf3; 4.Ae2+, dxe2#

1... Dxc7; 2.Cd4+, Re4; 3.De3+, Rxe3; 4.Sc2+, dxc2#

[1... Ah5 (nur Drohverlängerung); 2.Ac3, Axf3+; 3.gxf3 .. 4.Axd2+, Cxd2#]

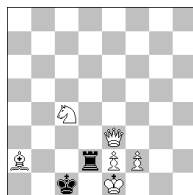
1190 – **S. Dowd**
Sinfonie Scacchistiche 2025
1st Comm.



S#9

8+4

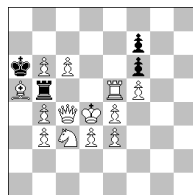
961 – **S. Dowd**
Sinfonie Scacchistiche 2025
2nd Comm.



S#12*

6+2

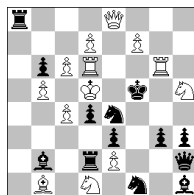
1191 – **A. Stepochkin**
Sinfonie Scacchistiche 2025
3rd Comm.



S#9*

13+4

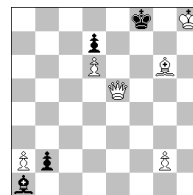
1192 – **J. Jelinek**
Sinfonie Scacchistiche 2025
4th Comm.



S#2

13+13

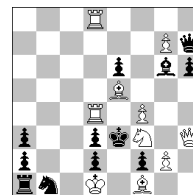
1188 – **J.A. Garzón**
Sinfonie Scacchistiche 2025
5th Comm.



S#9

6+4

999 – **G. Jordan**
Sinfonie Scacchistiche 2025
6th Comm.



S#4

10+12



The award will become final three months after its publication.

Claims should be sent to the Director, Valerio AGOSTINI (valerio.agostini@gmail.com)

Congratulations to the honored composers and good luck to the not-honored for next time!

FIDE International Judge: **Daniele Guglielmo GATTI**

Ed un grazie infinito per i due verdetti puntuali ed eccellenti al nostro Giudice che ha anche velocemente espresso!
Valerio AGOSTINI

Sinfonie Scacchistiche 2026
Concorso Informale per inediti



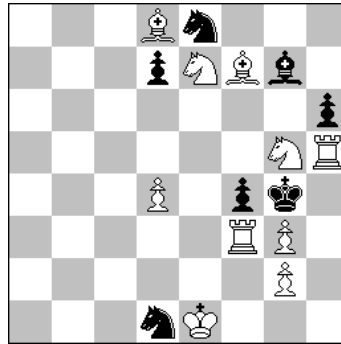
Associazione Problemistica Italiana

Giudice:

Sezione #2

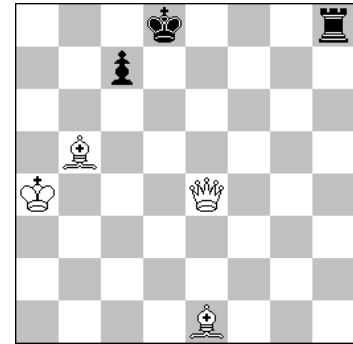


001 - M. Svitak [CZE]



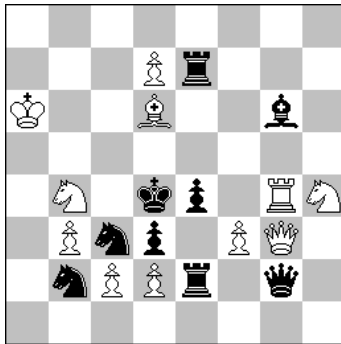
#2 10+7

002 - E. Zimmer [POL]



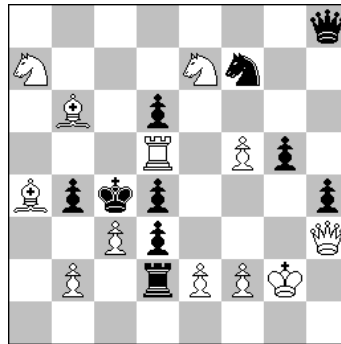
#2 4+3

003 - G. Bielefeldt [CILE]



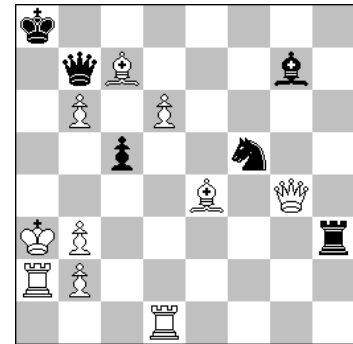
#2 11+9

004 - N. Bykov [BLR]



#2 12+10

005 - F. Magini [ITA]



#2 10+6



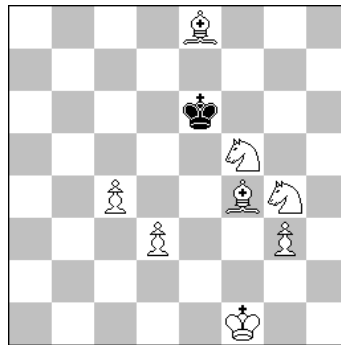
Associazione Problemistica Italiana

Giudice: V. Agostini

Sezione #-n

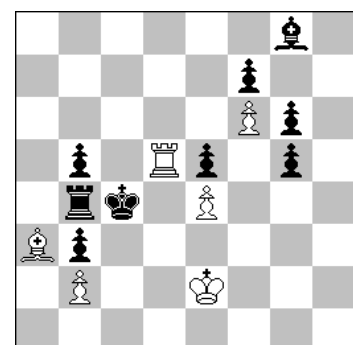


006 - V. Cabrera [CUBA]
G. Bielefeldt [CILE]



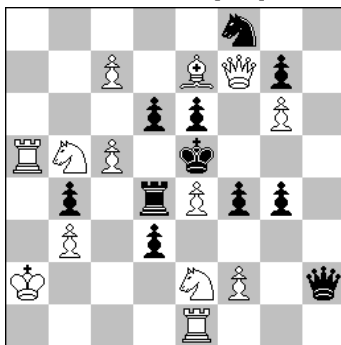
#4 8+1

007 - G. Jordan [GER]



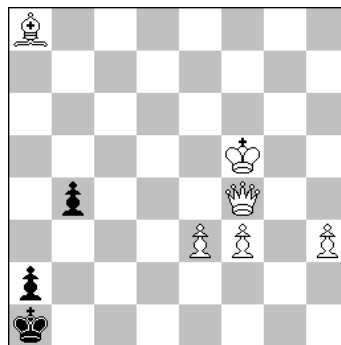
#7 6+9

008 - L. Lubashevsky [ISR]
L. Makaronez [ISR]
V. Voichek [BLR]



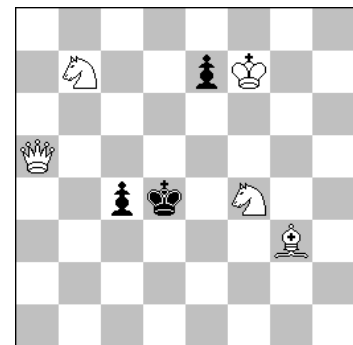
#3 13+11

009 - A. Misericordia [ITA]



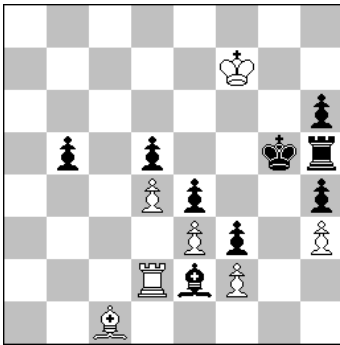
#4 6+3

010 - P. Petrasinovic [SER]



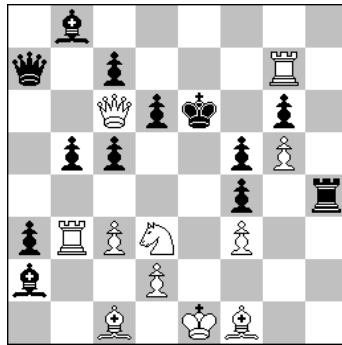
#3 5+3

011 – D. Perone [ARG]



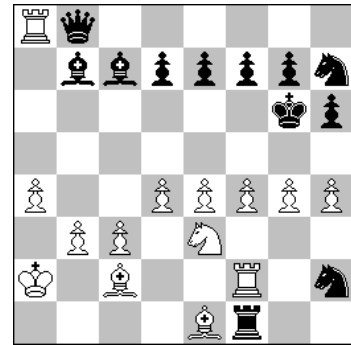
#10 7+9

012 – A. Fica [CZE]
Z. Labai [SLO]



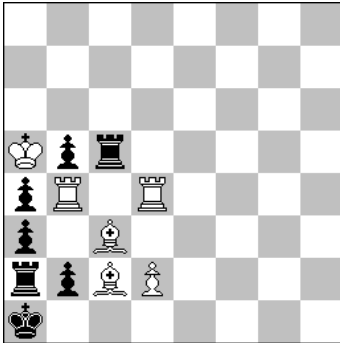
#3 11+13

013 – J.A. Garzón [SPA]
Dedicato a José Antonio COELLO



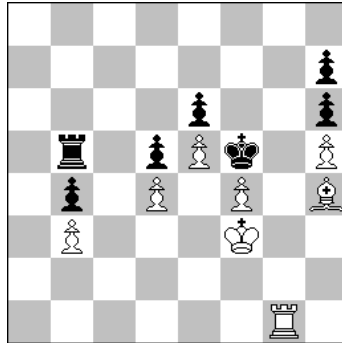
#8 14+12

014 – F. Pruneri [ITA]



#4 6+7

015 – F. Pruneri [ITA]



#6 8+7



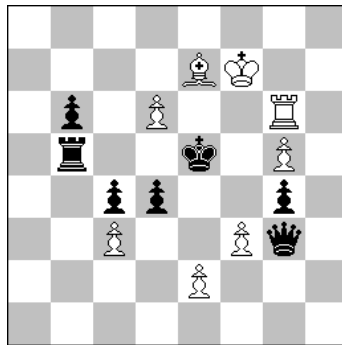
Associazione Problemistica Italiana

Giudice:

Sezione H#2

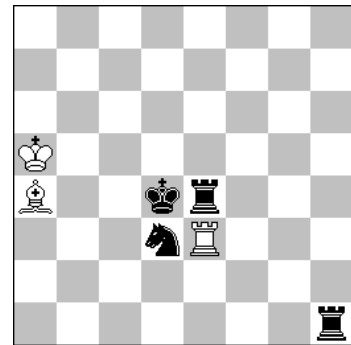


016 – M. Dragoun [CZE]



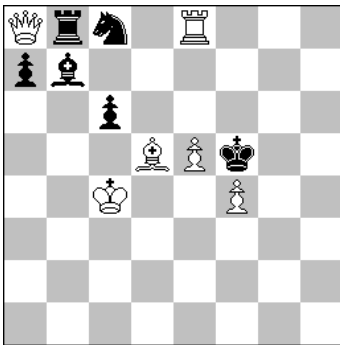
H#2 4111 8+7

017 – E. Zimmer [POL]



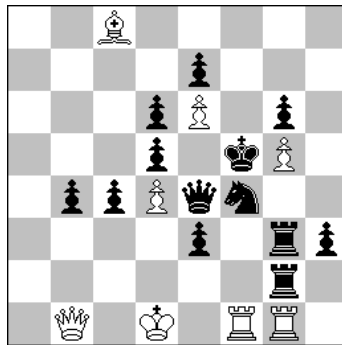
H#2 A=diagram 3+4
B=Ra5>b6 + bPa6

018 – E. Gavryliv [UCR]



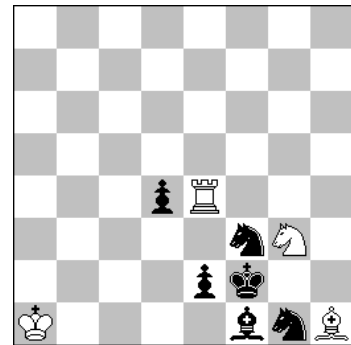
H#2 2111 6+6

019 – A. Onkoud [MAR]



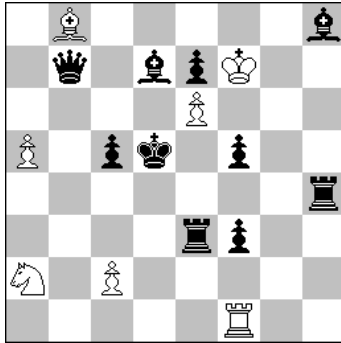
H#2 2111 8+13

020 – M. Vasyuchko [UCR]



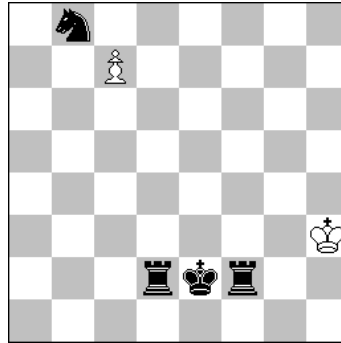
H#2 2111 4+6

021 – A. Tarnawiecki [PERU]
P. Einat [ISR]



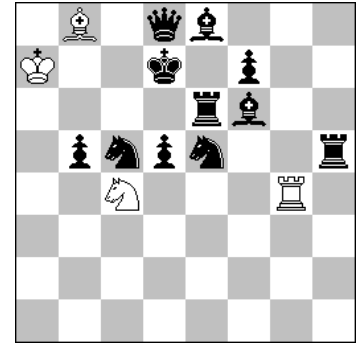
H#2 B=Pc2>g4 7+10

022 – L. Echemendia [CUBA]
A. Kornilov [RUS]



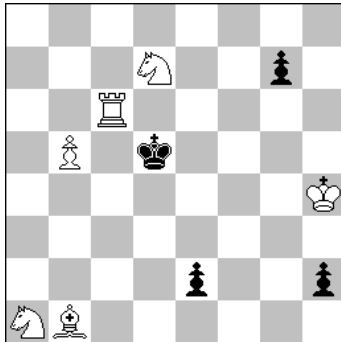
H#2 3111 2+4

023 – A. Tarnawiecki [PERU]
K. Prentos [GRE]



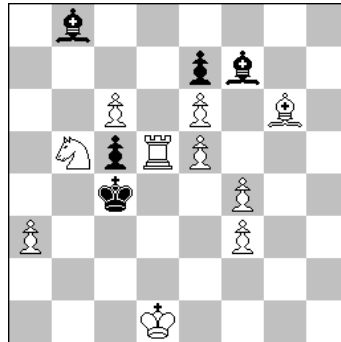
H#2 3111 4+11

024 – G. Brunori [ITA]
V. Agostini [ITA]



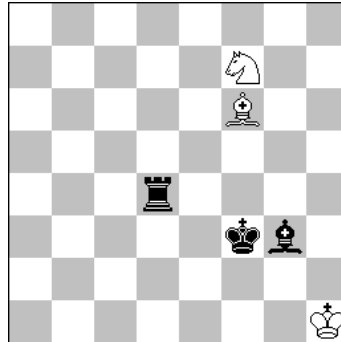
H#2 2111 6+4

025 – M. Vasyuchko [UCR]



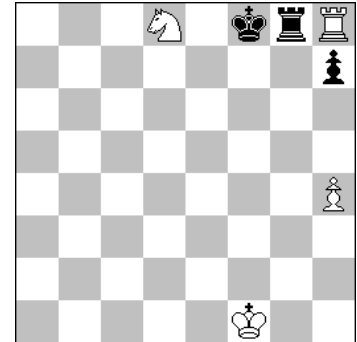
H#2 3111 10+5

026 – S. Hudak [SLO]



H#3 211111 3+3

027 – E. Zimmer [POL]



H#2,5 021111 4+3



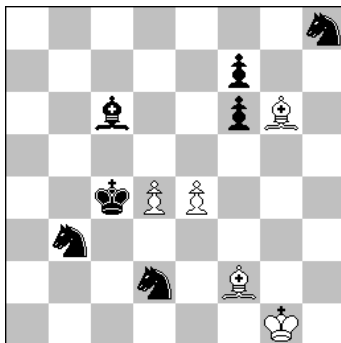
Associazione Problemistica Italiana

Giudice: G. Brunori

Sezione H#-n

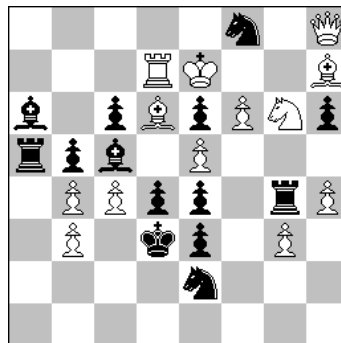


028 – L. Lubashevsky [ISR]
L. Makaronez [ISR]



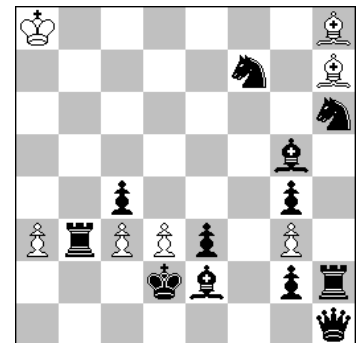
H#3* 5+7

029 – E. Gavryliv [UCR]



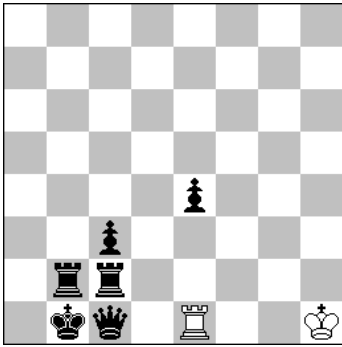
H#3 211111 13+14

030 – E. Gavryliv [UCR]



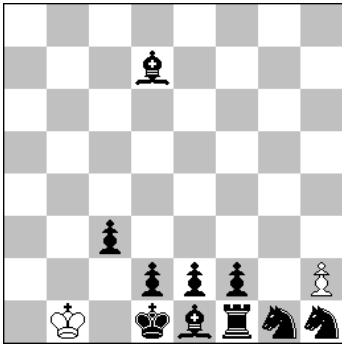
H#3,5 B=Ae2>c2 7+12

031 - D. Gatti [ITA]



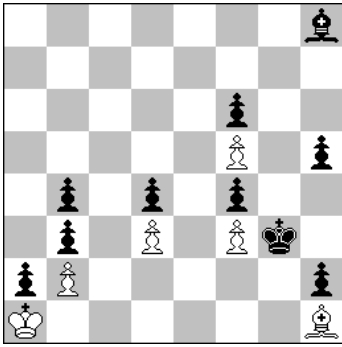
H#4 2111... 2+6

034 - M. Galma [UCR]



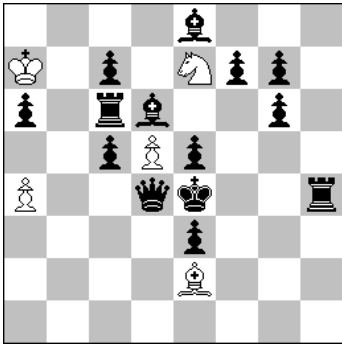
H#6 2+10

037 - Z. Mihajloski [MCN]



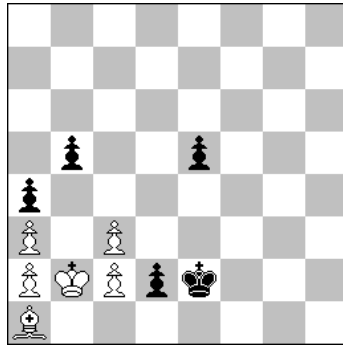
H#7 6+10

040 - M. Vasyuchko [UCR]



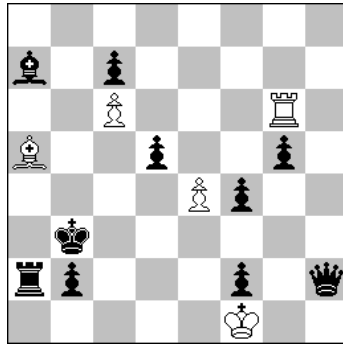
H#3 211111 5+14

032 - D. Gatti [ITA]



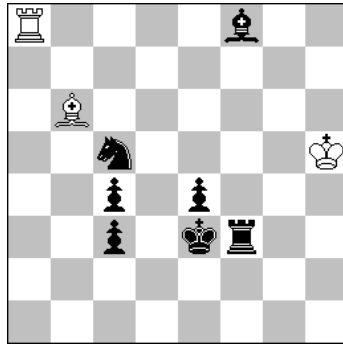
H#5 2111... 6+5

035 - D. Grinchenko [UCR]
V. Gorbunov [UCR] †



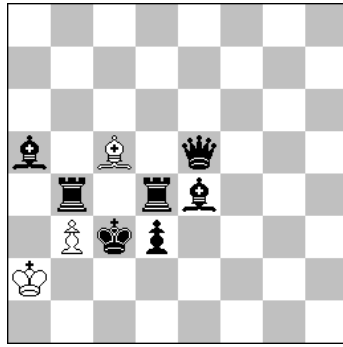
H#3 B=wPb2 5+10

038 - A. Fica [CZE]
Z. Labai [SLO]



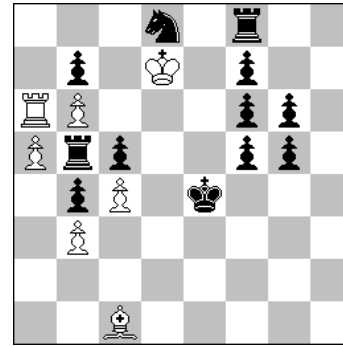
H#2,5 031111 3+7

041 - M. Vasyuchko [UCR]



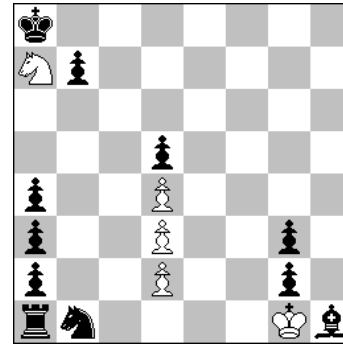
H#3 211111 3+7

033 - M. Vasyuchko [UCR]



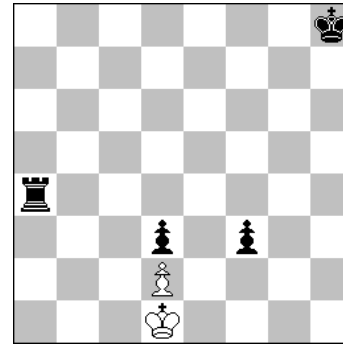
H#3 2111... 7+12

036 - S.I. Tkachenko [UCR]
A. Frolikin [UCR]
L. Lubashevsky [ISR]



H#7 5+11

039 - F. Magini [ITA]



H#8 2+4

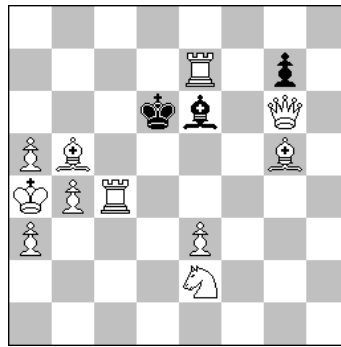


Giudice:

Sezione S≠



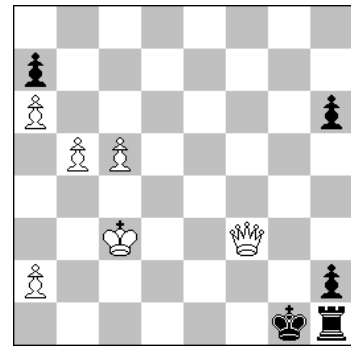
042 – A. Fica [CZE]



S≠6

11+3

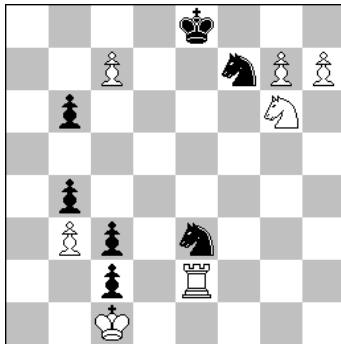
043 – V. Zhilko [BLR]



S≠8

6+5

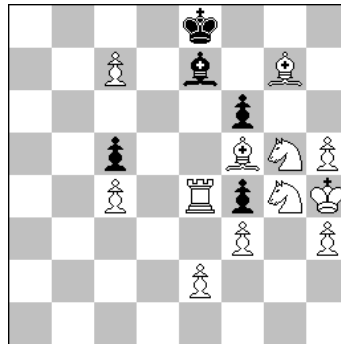
044 – D. Gatti [ITA]



S≠5

7+7

045 – A. Stepochkin [RUS]

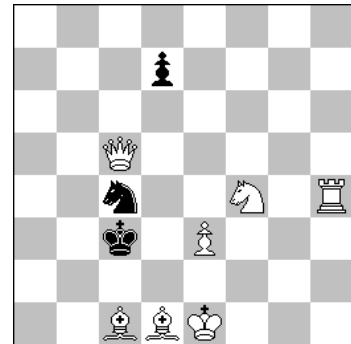


S≠8*

2 soluzioni

12+5

046 – S.B. Dowd [USA]



S≠8

7+3

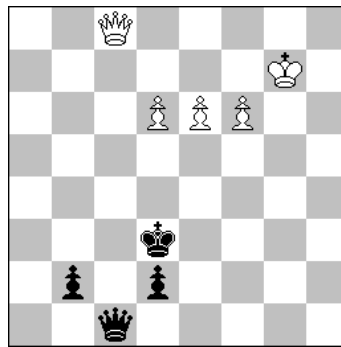


Giudice:

Sezione Studi



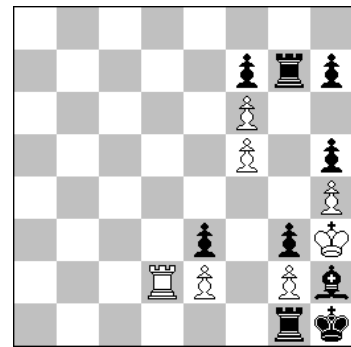
047 – D. Gatti [ITA]



+

5+4

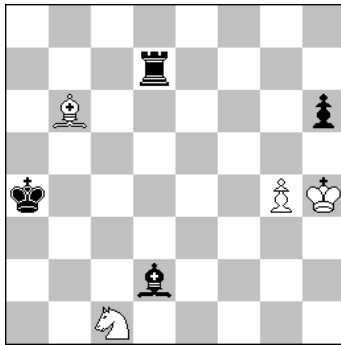
048 – D. Gatti [ITA]



=

7+9

049 – H. Volker [SVI]
B. Neuenschwander [SVI]



=

4+4

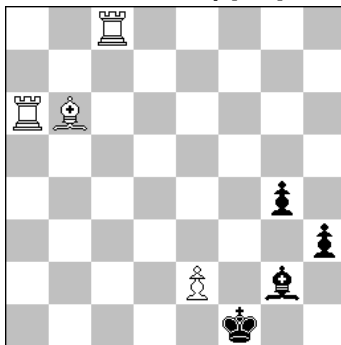


Giudice:

Sezione Fairy

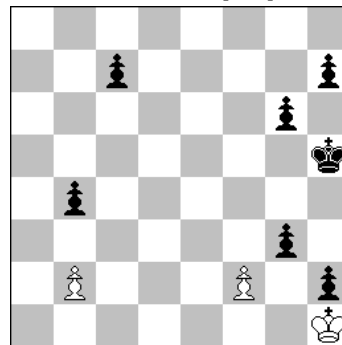


050 – L. Kekely [SLO]



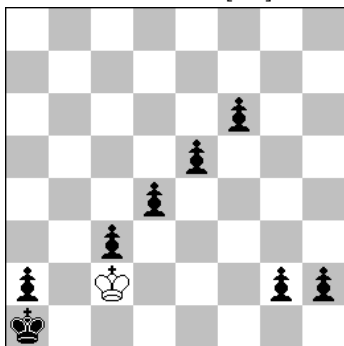
Ser-H#7 4+4
Pezzo fairy: **Danger-Circe**

051 – P. Piet [FRA]



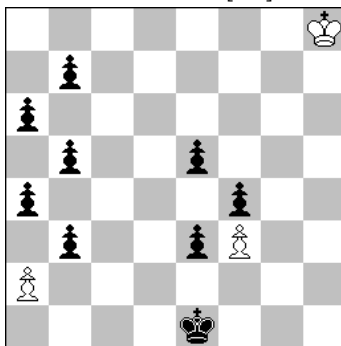
Pser-S#16 3+7

052 – D. Gatti [ITA]



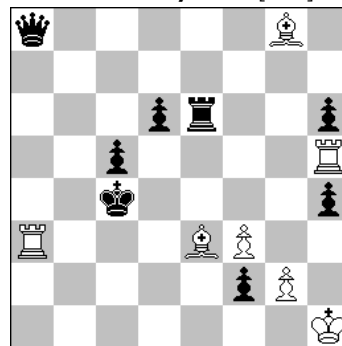
Ser-Stalemate 25 1+8
Condizione fairy: **Circe**

053 – D. Gatti [ITA]



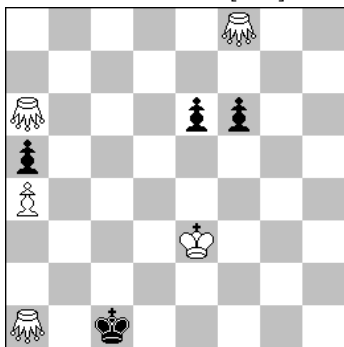
Ser-Stalemate 26
Condizione fairy: **AntiCirce**

054 – M. Vasyuchko [UCR]



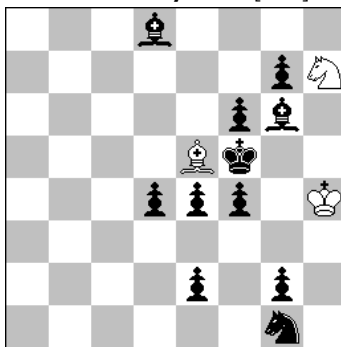
HS#3,5 0211... 7+8

055 – M. Galma [UCR]



H#6 21111... 2+4+3
Pezzi fairy: **Grasshopper** in a1, a6, f8

056 – M. Vasyuchko [UCR]



HS#3,5 0211... 3+11

Soluzione inediti Concorsi Informali

Sezione #2

001 – M. Svitek (Repubblica Ceca)

Gioco Virtuale:
1.Ce4? [2.Th4-A# e 2.Txf4-B#]
 1... Ae5; 2.Th4-A#
 1... Af6; 2.Txf4-B# ma 1... fxg3-a!
1.Ch3? [2.Th4-A#]
 1... fxg3-a; 2.Tf4-B# ma 1... Af6!
 Soluzione:
1.Cf5! [2.Txf4-B#]
 1... fxg3-a; 2.Th4-A#

se 1... Ae5/hxg5; 2.Cxh6#/Txg5#
 Commento dell'Autore: "Theme Barnes, Dombrovskis and le Grand".
 3Bn3/3pNBb1/7p/6NR/3P1pk1/5RP1/6P1/3nK3

002 – E. Zimmer (Polonia)

Gioco Apparente:
1... Rc8; 2.Da8#
 Gioco Virtuale:
1.Dd5+?, Rc8; 2.Da8# ma 1... Re7!
1.Ah4+?, Rc8; 2.Da8# ma 1... Txb4!
 Soluzione:
1.De6! [2.Dd7#]

1... Th4+; 2.Axh4#
1... c6; 2.Aa5#
1... Th7; 2.De8#
3k3r/2p5/8/1B6/K3Q3/8/8/4B3

003 – G. Bielefeldt (Cile)

Soluzione:

1.f3xe4! [2.Cc6#]

1... Te2xe4; 2.De3#

1... Dxe4; 2.Cf3#

1... Cxe4; 2.c3#

1... Axe4; 2.Cf5#

1... Te7xe4; 2.De5#

Commenti dell'Autore: "La clave habilita la casilla "d5" para amenazar mate con Nc6. Los motivos defensivos radican en la captura del peón blanco de "e4" impidiendo así el mate proyectado. Cada una de las cinco capturas deja auto clavada la pieza que captura y así se producen cinco mates diferentes. Tema clásico Shiffman x 5. Destaca además el equilibrio d edejar lines las bandas 1 y 8 del tablero".

8/3Pr3/K2B2b1/8/1N1kp1RN/1Pnp1PQ1/1nPPr1q1/8

004 – N. Bykov (Bielorussia)

Gioco Apparente:

1... b3; 2.Ab5#

Gioco Virtuale:

1.Cb5? [2.b3-A#], b3; 2.Ca3# (2.Ab5#?) ma 1... bxc3-a!

1.f6? [2.Txd4-B#], dxe2/Dxf6; 2.b3-A#/Dc8# ma 1... Da8-b!

Soluzione:

1.Ca-c6! [2.Ca5#]

1... bxc3-a; 2.b3-A#

1... Da8-b; 2.Txd4-B#

se 1... Txb2; 2.Dxd3#

Commenti dell'Autore: "Dombrovskis theme 10 WCCT, change 1... b3".

7q/N3Nn2/1B1p4/3R1Pp1/Bpkp3p/2Pp3Q/1P1rPPK1/8

005 – F. Magini (Italia)

Gioco Virtuale:

1.De2? [2.Da6#]

1... Axb2+-b; 2.Rxb2-B#

1... c4-c; 2.Rb4-C#

1... Txb3+; 2.Rxb3# Ma 1... Td3!

1.Ra4? [2.Rb5#]

1... Dc6+; 2.Axc6#

1... Dd5; 2.Axd5#

1... Dxe4+; 2.Dxe4#

1... Ac3/b2-b; 2.Dg8-A#

1... Cd4; 2.Dc8#

1... Txb3; 2.Rxb3# Ma 1... Cxd6!

Soluzione:

1.Td4! [2.Ta4#]

1... Dc6; 2.Axc6#

1... Dd5; 2.Axd5#

1... Dxe4; 2.Dxe4#

1... Axd4; 2.Dg8-A#

1... cxd4-d/c4-c; 2.Rb4-C#

1... Cxd4; 2.Dc8#

1... Txb3+; 2.Rxb3#

k7/1qB3b1/1P1P4/2p2n2/4B1Q1/KP5r/RP6/3R4

Sezione #-n

006 – V. Cabrera (Cuba)

G. Bielefeldt (Cile)

Soluzione:

1.Rg1! [zugzwang]

1... Rxf5; 2.Af7 (zz), Rxf4; 3.Ag6 (zz), Rh3/Rf3; 4.Af5+/Ah5#

Commento degli Autori: "Clásico tema Nolkén de Sacrificio Encadenado por dos en un formato de Rex Solus".

4B3/8/4k3/5N2/2P2BN1/3P2P1/8/5K2

007 – G. Jordan (Germania)

Soluzione:

1.Re3!, g4; 2.Td6, Rc5; 3.Ta6, g5; 4.Rd3, Ah7; 5.Rc3, Axe4; 6.Axb4+, Rd5; 7.Td6#

Commenti dell'Autore: "Fernblock (Le4), Rückkehr (T)".

6b1/5p2/5Pp1/1p1Rp1p1/1rk1P3/Bp6/1P2K3/8

008 – L. Lubashevsky (Israele)

L. Makaronez (Israele)

V. Volchek (Bielorussia)

Gioco Virtuale:

1.c6? Ma 1... Cd7!

Soluzione:

1.c5xd6! [2.Cb5-c3+, Td5; 3.Dxg7#]

1... Dh6; 2.Ce2xd4! (3.Cc6#)

1... Ch7; 2.Cb5xd4-A+, Rxe4; 3.Dxe6-B#

1... Cd7; 2.Dxe6-B+!, Rxe6; 3.Cb5xd4-A#

1... Td5; 2.Dxg7+, Rxe4; 3.Ce2-d4#

1... Rxe4; 2.Cg1+, Rd5; 3.Ca7#

Commento degli Autori: "Battery play, Selfblock, Transferred 2-3 moves, Changed functions of moves Sbd4, Sed4, Qg7, Qe6, Play on same square d4".

5n2/2P1BQp1/3pp1P1/RNP1k3/1p1rPpp1/1P1p4/K3NP1q/4R3

009 – A. Misericordia (Italia)

Soluzione:

1.Dh2! [2.Dc2 e 3.Dc1#]

1... b3; 2.Dd2 (3.Dc1#), Rb1; 3.Ae4+, Ra1; 4.Dc1#

se 2... b2; 3.Dd4 (zz), Rb1; 4.Dd1#

B7/8/8/5K2/1p3Q2/4PP1P/p7/k7

010 – P. Petrasinovic (Serbia)

Gioco Virtuale:

1.De1?, c3!

1.Cd6?, exd6!

1.Rxe7?/Re6?, Re4!

Soluzione:

1.Rg6!

1... c3; 2.Dd5+, Re3; 3.Dd3#

1... Re3; 2.Dc3+, Re4; 3.Cc5#

1... Re4; 2.Dc3, ~; 3.Cc5#

1... e5; 2.Rf5, c3; 3.Dc5#

1... e6; 2.Cd6, ~; 3.Af2#

Commento dell'Autore: "mat by various pieces with the same field c5".

8/1N2pk2/8/Q7/2pk1N2/6B1/8/8

011 – D. Perone (Argentina)

Soluzione:

1Ta2!

A – 1... b4; 2Ta8 [2Ta5?] **2... Af1; 3Tg8+, Rf5; 4Tg4, Axh3; 5Tf4+, Rg5; 6Ad2, Ae6+** [6... Ad7?; 7Axb4, Ae8+; 8.Rg7, b3; 9Ae7#]; **7Rg7!** [Rxe6?]

7... h3; 8.Axb4, Th4; 9.Ae7+, Rh5; 10Txb4#

B – 1... Af1; 2Ta6, Axh3; 3Tg6+, Rf5; 4.Tf6+, Rg5 [4... Rg4?; 5.Tf4+, Rg5; 6.Aa3, b4; 7Axb4, Ae6+; 8.Rg7, b3; 9Ae7#]; **5Tf4, Ae6+** [5... Ad7?;

6.Aa3, b4; 7Axb4, Ae8+; 8.Rg7, b3; 9Ae7#]; **6.Rg7!** [Rxe6?]

6... h3 [6... b4; 7Ad2, h3; 8.Axb4, Th4; 9.Ae7+, Rh5; 10Txb4#]; **7.Aa3, b4; 8.Axb4, Th4; 9.Ae7+, Rh5; 10.Txb4#**

8/5K2/7p/1p1p2kr/3Pp2p/4Pp1P/3RbP2/2B5

012 – A. Fica (Repubblica Ceca)

Z. Labai (Slovacchia)

Gioco Apparente:

1... Da4-a; 2.Cxc5+, Re5; 3.Te7#

1... b4; 2.c4, ~ (3.Dd5#/3.Dd7#/3.De8#), Da4-a; 3.Dd5#

Gioco Virtuale:

1.Tg8? (2.Te8+, Rf7; 3.Dd7#), Th8-b; 2.De8+, Rd5; 3.Cf4# ma 1... Th7!

Soluzione:

1.Txb5! [2.De8+, Rd5; 3.Cb4#]

1... Da4-a; 2.Dd7+, Rd5; 3.Txc5#

1... Th8-b; 2.Cxf4+, Re5; 3.d4#

se 1... Da5; 2.Cxc5+, Re5; 3.d4#

1b6/q1p3R1/2Qpk1p1/1pp2pP1/5p1r/pRPN1P2/b2P4/2B1KB2

013 – J.A. Garzón (Spagna)

Dedicato a José Antonio COELLO

Gioco Virtuale:

1.e5+?, Ae4; 2.h5#; ma 1... f5!

Soluzione:

1.h5+, Rf6; 2.g5+, Re6!; 3.f5+, Rd6; 4.e5+, Rc6; 5.d5+, Rb6!;

6.a5+, Rc5; 7.b4+, Rb5; 8.c4# (task completo).

Se **6... Rb5; 7.Ad3+, Rc5; 8.b4#**

Commenti dell'Autore:

"Mate con 8 peones arreo* (jaques y mate en jugadas consecutivas). Nota del autor: los primeros compositores y autores de ajedrez moderno (siglos XV y XVI), consideraban excelsos los problemas con el enunciado "jaque con dos peones arreo", es decir, jaque con un peón y mate con el otro en jugadas consecutivas. Algunos, como el autor de los manuscritos de Cesena y Perugia -probablemente Francesch Vicent-, llegan a lograrlo con 3 peones arreo e incluso buscan la matriz para lograrlo con ilos 8 peones!. Pero son problemas con condiciones, no ortodoxos, largos, con mates cortos, con la estética de este tiempo. Este problema logra novedosamente el task justo en 8 jugadas.

Dedicado a José Antonio Coello".

Rq6/1bbppppn/6kp/8/P2PPPPP/1PP1N3/K1B2R1n/4Br2

014 – F. Pruneri (Italia)

Soluzione:

1.Tf4! [2.Tf1#]

1... Tf5; 2.Af6! (zugzwang), Txf6; 3.Txf6 (zugzwang)!, b1=~; 4.Txb1#

Commento dell'Autore: "Questo problema si basa sul fatto che la torre nera libera non può essere catturata perchè altrimenti sarebbe stallo, il bianco minaccia di fare un backrank checkmate con mosse simili a Rh4 Rh1++, ma Rh4 è rifiutato da ...Rh5 e non si può procedere. L'unica posizione che può sbloccare la situazione è Rf4...Rf5. Bf6!".

015 – F. Pruneri (Italia)

Soluzione:

1.Ad8! [2.Tg8 e 3.Tf8#. Se 2... Tb7; 3.Tf8+, Tf7; 4.Txf7#]

1... Tb8; 2.Tg7 (3.Tf7#), Tb7; 3.Tg8 (4.Tf8+, Tf7; 5.Txf7#), Tf7; 4.Te8

(tempo), Te7; 5.Tf8+, Tf7; 6.Txf7#

se 4... Tf6; 5.exf6 (tempo), e5; 6.Txe5#

Commento dell'Autore: "Questa posizione vede il bianco in vantaggio, ma il Re nero è a rischio di stallo, quindi bisogna prestare attenzione specifica per procedere. In questo caso è un duello fra torre e alfiere contro torre non catturabile".

8/7p/4p2p/1r1pPk1P/1p1P1P1B/1P3K2/8/6R1

Sezione H#2

016 – M. Dragoun (Repubblica Ceca)

Soluzione 1: **1.Td5 e4 2.Txd6 Axd6#**
 Soluzione 2: **1.Rd5 c3xd4 2.Dxd6 Txd6#**
 Soluzione 3: **1.Rf4 Re6 2.Txg5 Axc5#**
 Soluzione 4: **1.Dh4 e3 2.Dxg5 Txg5#**

Commenti dell'Autore: "2+2 mates from the same squares, sacrifices of both black pieces on each of them. In solutions 1.Kd5 and 1.Kf4 gate-openings for black pieces".

8/4BK2/1p1P2R1/1r2k1P1/2pp2p1/2P2Pq1/4P3/8

017 – E. Zimmer (Polonia)

A – diagramma:

Soluzione 1: **1.Rc3! Te2 2.Td4 Tc2#**
 Soluzione 2: **1.Cc5! Td3+ 2.Rc4 Ab5#**

B - Ra5 > b6 + bPa6:

Soluzione 1: **1.Th5! Ab5 2.Th-e5 Txd3#**
 Soluzione 2: **1.Tc1! Ac6 2.Tc3 Txe4#**

8/8/8/K7/B2kr3/3nR3/8/7r

018 – E. Gavryliv (Ucraina)

Soluzione 1: **1.c5(cxd5?) Af3 2.Ae4(A~?) Dxe4#**
 Soluzione 2: **1.Ce7(C~?) Tg8 2.Tf8(T~?) Dxf8#**

Commenti dell'Autore: "Active sacrifice (black) × 2; Allowing hideaway (black-black) × 2; Allowing hideaway (white-black) × 2; Analogy (complete) Bristol (mixed, wB-bB, impure, 2, 3); Bristol (mixed, wR-bR, impure, 2, 4); Bristol (white, wB-wQ, impure, 2, 4); Bristol (white, wR-wQ, impure, 2, 5); Exchange of functions (bBb7/bRb8, Passive / Sacrificed + Line opening); Exchange of functions (bPc6/bSc8, Line opening / Passive); Exchange of functions (wBd5/wRe8, Guard + Line opening / Passive guard); Hideaway (bB, sacrificial); Hideaway (bP); Hideaway (bR, sacrificial); Hideaway (bS); Sacrificial clearance (black-white) × 2".

Qrn1R3/pb6/2p5/3BPk2/2K2P2/8/8/8

019 – A. Onkoud (Marocco)

Soluzione 1: **1.Tc2 Txg3 2.Dxe6 Dxc2#**
 Soluzione 2: **1.Tf3 Txg2 2.Cxe6 Txf3#**

Commenti dell'Autore: "Active sacrifice (black, delayed) × 2; Enabling hideaway (black-black) × 2; Exchange of functions (bQe4/bSf4, Passively pinned/Pinned + Line opening); Exchange of functions (bRg2/bRg3, Captured/Sacrifice + Line opening); Exchange of functions (wQb1/wRf1, Mate/Passive pin); Hideaway (bQ, self-pinning); Hideaway (bS, self-pinning); Pin restoration theme × 2; Play on same square (B2, 2); Self-unpin/self-pin (black) × 2; Transferred pin (bQ); Transferred pin (bS); Pin-mate × 2; Anti-ZielElement (B1, self-unpin) × 2; Bivalve (bR-wR-wQ); Bivalve (bR-wR-wR)".

2B5/4p3/3pP1p1/3p1kP1/1ppPqn2/4p1rp/6r1/1Q1K1RR1

020 – M. Vasyuchko (Ucraina)

Soluzione 1: **1.e1=C Ag2 2.Ce1xg2 Ch1# [MM]**
 Soluzione 2: **1.Ce1 Te3 2.dxe3 Ce4# [MM]**

Commento dell'Autore: "Active sacrifice (white) × 2; Exchange of functions (wBh1/wRe4, Passive guard/Sacrifice); Feather 2 theme; Play on same square (B1, 2); Promotion (s); Sabra 28 theme × 2; Model mate × 2".

8/8/8/8/3pR3/5nN1/4pk2/K4bnB

021 – A. Tarnawiecki (Perù)

P. Einat (Israele)

A – diagramma: **1.Td4 Te1 2.Re4 Cc3# [MM]**
 B - Pc2 > g4: **1.Ab5 Tc1 2.Rc6 Cb4# [MM]**

Commento degli Autori: "Analogy (complete); Anticipatory pin × 2; Model mate × 2; Pin-mate × 2".

1B5b/1q1bpK2/4P3/P1pk1p2/7r/4rp2/N1P5/5R2

022 – L. Echemendia (Cuba)

A. Kornilov (Russia)

Soluzione 1: **1.Td8 cxd8=D 2.Rf1 Dd1# [MM]**
 Soluzione 2: **1.Re1 c8=D 2.Td-e2 Dc1# [MM]**
 Soluzione 3: **1.Rd1 cxb8=D 2.Tf-e2 Db1# [MM]**

Commento degli Autori: "Compañeros de eco (desplazado, 1, 0); Juega en la misma casilla (B2, 2); Promoción (QQQ); Modelo compañero × 3; Eco; Camaleón".

1n6/2P5/8/8/8/7K/3rkr2/8

023 – A. Tarnawiecki (Perù)

K. Prentos (Grecia)

Soluzione 1: **1.Re7 Te4 2.Ce5-d7 Ad6# [MM]**
 Soluzione 2: **1.Rc8 Tg8 2.Ac6 Cb6# [MM]**
 Soluzione 3: **1.Rc6 Tg6 2.Ag5 Cxe5# [MM]**

Commenti degli Autori: "Ambush (wR) × 3; Anticipatory pin × 3; Transferred pin (bR); Model mate × 3; Pin-mate × 3".

1B1qb3/K2k1p2/4rb2/1pnpn2r/2N3R1/8/8/8

024 – G. Brunori (Italia)

V. Agostini (Italia)

Soluzione 1: **1.e2-e1=T Cb3 (Cc2?) 2.Te5 Cb6#**
 Soluzione 2: **1.h2-h1=A Cc2 (Cb3?) 2.Ae4 Aa2#**

8/3N2p1/2R5/1P1k4/7K/8/4p2p/NB6

025 – M. Vasyuchko (Ucraina)

Soluzione 1: **1.Axe6 Rc2 2.Axd5 Ad3#**
 Soluzione 2: **1.Axg6 Txc5+ 2.Rd3 Tc3#**
 Soluzione 3: **1.Rxd5 Cd6 2.Rxe6 Axf7# [MM]**

Commenti dell'Autore:

I and III - [Zilahi](#)

III and II - [Zilahi](#)

Reciprocal captures (bB/wB); Zalokotsky theme (bB/bK, black, 2); Zilahi (passive, RB, 2); Model mate × 1; Mate on the white piece square × 1".

1b6/4pb2/2P1P1B1/1NpRP3/2k2P2/P4P2/8/3K4

Sezione H#-n

026 – S. Hudak (Slovacchia)

Soluzione 1: **1.Rg4 Ce5+ 2.Rh3 Cf3 3.Tg4 Cg1# [IM]**
 Soluzione 2: **1.Tg4 Ac3 2.Af4 Cg5+ 3.Rg3 Ae1# [IM]**

Commento dell'Autore: "Miniatur; Ideal mate × 2".

8/5N2/5B2/8/3r4/5kb1/8/7K

027 – E. Zimmer (Polonia)

Soluzione 1: **1... Txx7 Txx7 2.Th8 Ce6+ 3.Rg8 Tg7#**
 Soluzione 2: **1... h5 2.Rg7 h6+ 3.Rxh8 Cf7#**

3N1krR/7p/8/8/7P/8/8/5K2

028 – L. Lubashevsky (Israele)

L. Makaronez (Israele)

Gioco Apparente:

1... e5 2.Rd5 Ac2 3.Ce4 Axb3#

Soluzione:

1.Rd3 Ae3 2.Re2 Ah5+ 3.Re1 Af2# (Switchback!)

Commento degli Autori: "Changed play; Model mates".

7n/5p2/2b2pB1/8/2kPP3/1n6/3n1B2/6K1

029 – E. Gavryliv (Ucraina)

Soluzione 1: **1.Txx4 Cxx4 2.Cxd7(C~?) Axe4+ 3.Rxe4 Dh7#**
 Soluzione 2: **1.Axb4 Axb4 2.Cxh7(C~?) Txd4+ 3.Rxd4 Dd8#**

Commenti dell'Autore: "Active sacrifice (black) × 2; Active sacrifice (white) × 2; Chumakov theme (p-p, simplified, 2, 2); Exchange of functions (bPd4/bPe4, Captured / Passive self-block); Exchange of functions (wBd6/wSg6, Guard + Line opening / Passive guard); Exchange of functions (wRd7/wBh7, Captured/Sacrifice); Hideaway (bS, capturing) × 2; Simple choice of move order (B1, enabling W1) × 2; Kniest theme × 2; Unlocking sacrifice × 4".

5n1Q/3Rk2B/b1pPpNp/rb1P3/1PPp1rP/1P1kP1/4n3/8

030 – E. Gavryliv (Ucraina)

A – diagramma:

1... Ad4 2.Cf5 Axe3+ 3.Rxd3 Ad4 4.Ad2 Axf5# [MM]

B - Ae2 > c2:

1... Ae4 2.Ce5 Axc2 3.Rxc3 Ae4 4.Td2 Axe5#

Commenti dell'Autore: "Active sacrifice (black, delayed) × 2; Analogy (good); Annihilation × 2; Exchange of functions (bRh2/bBg5, Passive / Self-block); Exchange of functions (bSh6/bSf7, Passive / Sacrifice); Play on the same square (B4, 2); Switchback (wB, with captures, 1) × 2; Umnov move (bK-bB); Umnov move (bK-bR); Model mate × 1; Mate on the white piece square × 2".

K6B/5n1B/7n/6b1/2p3p1/PrPPp1P1/3kb1pr/7q

031 – D. Gatti (Italia)

Soluzione 1: **1.Tg2 Re1-g1 2.c2 Rxc2 3.Df1+ Rxf1 4.Rc1 Re2#**
 Soluzione 2: **1.Tf2 Rg1 2.Rc2 Rxf2 3.Rd2 Txe4 4.Tc2 Td4# [MM]**

8/8/8/8/4p3/2p5/1rr5/1kq1R2K

032 – D. Gatti (Italia)

Soluzione 1:

1.d1=C, Rc1; 2.Cb2, Rb1; 3.Rd2, c4; 4.Rc3, Rc1; 5.bxc4, Axb2#

Soluzione 2:

1.d1=A, Rc1; 2.Rf3, Rd2; 3.e4, Re1; 4.Re3, Ab2; 5.Af3, Ac1#

8/8/8/1p2p3/p7/P1P5/PKPk3/B7

033 – M. Vasyuchko (Ucraina)

Soluzione 1: **1.Txa5 Txa5 2.Rd4 Txc5 3.Rxc5 Ae3# [MM]**
 Soluzione 2: **1.Txb6 Txb6 2.Re5 Txf6 3.Rxf6 Ab2# [MM]**

Commenti dell'Autore: "Active sacrifice (black) × 2; Active sacrifice (white) × 2; Kniest theme × 2; Model mate × 2".

3n1r2/1p1K1p2/RP3pp1/Prp2pp1/1p1k3/1P6/8/2B5

034 – M. Galma (Ucraina)

Soluzione:

1.Aa4, h4; 2.Ch3, h5; 3.Tg1, h6; 4.f1=C, h7; 5.Ag3, h8=D; 6.e1=A, Dh5# [MM]

Commenti dell'Autore: "Tempo promotion; Anti-critical move (white); Blocking piece replacement (bB-bP); Enabling hideaway (black-black) × 2; Excelsior (white); Helledie theme; Hideaway (bB); Hideaway (bP, promotio-nal); Hideaway (bR, pseudo); Hideaway (bS); Linear cycle (wP, captureless, 4); Promotion (Qbs); Tempo maneuver (wP, waiting, 4); Model mate × 1".

8/3b4/8/8/8/2p5/3ppp1P/1K1kbrnn

035 – D. Grinchenko (Ucraina)

V. Gorbunov (Ucraina)†

A – diagramma: **1.Dh6 Tg7 2.Dxc6 Txc7 3.Da4 Tc3# [MM]**
 B - bPb2 > wPb2: **1.Dh7 Tf6 2.Dxe4 Txf4 3.Dc2 Tb4# [MM]**

Commento degli Autori: "Ambush (bQ) × 2; Ambush (wR) × 2; Analogy (complete)".

8/b1p5/2P3R1/B2p2p1/4Pp2/1k6/rp3p1q/5K2

036 – S.I. Tkachenko (Ucraina)

A. Frolkin (Ucraina)

L. Lubashevsky (Israele)

Soluzione:

1.b5, Cc6!; 2.Rb7, Cb4; 3.Rb6, Cc2; 4.Ra5, Cxa1!; 5.Rb4, Cb3; 6. a1=C!, Ca5; 7.Cb3, Cc6≠! (MM)

Commenti degli Autori: "Annihilation of a black piece (R) for the sake of promotion to another black piece (S) on the same square; - Mate from the square to which White makes his 1st move by the same piece (S); - White makes all his moves by a single knight".

k7/Np6/8/3p4/p2P4/p2P2p1/p2P2p1/rn4Kb

037 – Z. Mihajloski (Macedonia del Nord)

Soluzione:

1.Ag7, Ag2; 2.Ah6!, Ah3!(tempo); 3.Ag5, Af1; 4.Ah4, Ae2; 5.Rh3, Ad1; 6.Ag3, Ae2; 7.h4, Af1≠

Commento dell'Autore: "Hesitation (wB), Tempo maneuver (wB, waiting, 2); Tempo move (wB, 3), Wigwag (wB) Zigzag (bB, 4); Model mate".

7b/8/5p2/5P1p/1p1p1p2/1p1P1Pk1/pP5p/K6B

038 – A. Fica (Repubblica Ceca)

Z. Labai (Slovacchia)

Soluzione 1:

1... Axc5+(A) 2.Rf4 Ad4 3.Tg3 Txf8(B)≠ [MM]

Soluzione 2:

1... Txf8(B) 2.Rd4 Tf5 3.Td3 Axc5(A)≠ [MM]

Soluzione 3:

1... Ta2 2.Tg3 Axc5+ 3.Rf3 Tf2≠# [MM]

Commento degli Autori:

"Exchange of moves (W1/W3); Meerane theme (wR/wB, reciprocal); Model mate × 3.

the first move in the first solution is a checkmate move in solution B.

the first move in the second solution is a checkmate move in solution A".

R4b2/8/1B6/2n4K/2p1p3/2p1kr2/8/8

039 – F. Magini (Italia)

Soluzione:

1.f2, Rc1; 2.f1=C, Rb2; 3.Ce3, dxe3; 4.Tf4, exf4; 5.d2, f5; 6.d1=T, f6; 7.Th1, f7; 8.Th7, f8=D≠ (MM)

Commenti dell'Autore: "Active sacrifice (black) × 2; Check prevention (white-white); Excelsior (white, slow); Hideaway maneuver (wK, 2); Phoenix; Promotion (Qrs); Model mate".

7k/8/8/r7/3p1p2/3P4/3K4

040 – M. Vasyuchko (Ucraina)

Soluzione 1:

1.Tf4 d5xc6 2.Axc6 Cf5 3.Ad5 Cg3≠ [MM]

Soluzione 2:

1.Ad7 Cxc6 2.Rxd5 Axa6 3.Rxc6 Ab7≠ [MM]

Commenti dell'Autore: "Active sacrifice (white); Active sacrifice (white, delayed); Kniest theme; Play on same square (W1, 2); Zalokotsky theme (bB/bK, black, 2); Model mate × 2".

4b3/K1p1Npp1/p1rb2p1/2pPp3/P2qk2r/4p3/4B3/8

041 – M. Vasyuchko (Ucraina)

Soluzione 1:

1.Tb5 Axd4+ 2.Rb4 Ab2 3.Dc3 Aa3≠ [MM]

Soluzione 2:

1.Td5 Axb4+ 2.Rd4 Ae1 3.Ac3 Af2≠ [MM]

Commenti dell'Autore: "Analogy (good); Annihilation × 2; Bristol (mixed, wB-bB, impure, 3, 2); Bristol (mixed, wB-bQ, impure, 2, 2); Consecutive Umnov (black-black, rkb, 2); Consecutive Umnov (black-black, rkb, 2); Distant self-block × 2; Exchange of functions (bRb4/bRd4, Captured/Self-block); Play on same square (B3, 2); Model mate × 2".

8/8/8/b1B1q3/1r1rb3/1Pkp4/K7/8

Sezione Automatti

042 – A. Fica (Repubblica Ceca)

Soluzione:

1.Cg1!

1... Rd5; 2.Td4+, Re5; 3.Db1, g6; 4.e4, Rxd4; 5.Cf3+, Rc3; 6.Db3+, Axb3≠

1... Re5; 2.Af4+, Rd5; 3.Dg5+, Af5; 4.Dg2+, Ae4; 5.Ac6+, Rxc4; 6.Dc2+, Axc2≠

8/4R1p1/3kb1Q1/PB4B1/KPR5/P3P3/4N3/8

043 – V. Zhilko (Bielorussia)

Soluzione:

1.c6, h5; 2.c7, h4; 3.c8=D, h3; 4.b6, axb6; 5.Dc5+, bxc5; 6.Rb2, c4; 7.Ra1, c3; 8.Df2+, Rxf2≠

8/p7/P6p/1PP5/8/2K2Q2/P6p/6kr

044 – D. Gatti (Italia)

Soluzione:

1.c8=D+!

1... Cd8; 2.g8=A! (zugzwang) [Tentativo logico: 2.g8=C? (zz), b5!; 3.g8=A con stallo] 2... b5; 3.Ac4 (zugzwang), bxc4; 4.h8=C (zugzwang), cxb3;

5.Te1 (zugzwang), b2≠

4k3/2P2nPP/1p4N1/8/1p6/1Pp1n3/2p1R3/2K5

045 – A. Steepochkin (Russia)

Gioco Apparente:

1... fxg5#

Soluzione 1:

1.Axf6!, Rf8; 2.c8=D+, Ad8; 3.Ce5, Re8 (g8); 4.Ag4, Rf8; 5.Ch7+;

5... Re8; 6.Ae7!, Rxe7; 7.Dxc5+, Re8; 8.Cf6+, Axf6≠ [MM]

5... Rg8; 6.De6+, Rxf7; 7.Df7+, Rh6; 8.Ag5+, Axf6≠

Soluzione 2:

1.Ah8!, Rg8; 2.c8=D+, Ad8; 3.Ch7+, Rf7; 4.Dd7+, Rg8; 5.Dd5+, Rx

h8; 6.Te8+, Rg7; 7.Dd7+, Ae7; 8.Cg5, fxg5≠ [MM]

(4... Ae7; 5.Dd5+, Re8; 6.Da8+, Rf7; 7.Cg5)

(3... Rg8; 4.Te8+, Rf7; 5.Dd7+, Ae7; 6.Cg5)

4k3/2P1b1B1/5p2/2p2BNP/2P1RpNK/5P1P/4P3/8

046 – S.B. Dowd (Stati Uniti)

Soluzione:

1.Aa3!, d5!; 2.Ac1, d4; 3.Ce2+, Rd3; 4.Db5, dxe3; 5.Th5, Re4; 6. Db1+, Rf3; 7.Df5+, Rg2; 8.Df2+, exf2≠

Commento dell'Autore: "Black choice of pawn push. Immediate switchback of bishop".

8/3p4/8/2Q5/2n2N1R/2k1P3/8/2BBK3

Sezione Studi

047 – D. Gatti (Italia)

Soluzione:

1. d7!, b1=D; 2.e7!! [2.d8=Q+? {Thematic Try}, Ke3!; 3.e7, Dg1+!; 4.

Rf8, Dg8+!; 5.Rxg8, Dg6+!; 6.Rf8, Dxf6+! {Draw}] 2... Dg1+; 3.Rf8! {+}

[Black King obstructs the diagonal b1-h7]}* e il Bianco vince. 1-0

2Q5/6K1/3PPP2/8/8/3k4/1p1p4/2q5

048 – D. Gatti (Italia)

Soluzione:

1.Td1, Txd1 [1... Tg5; 2.Txg1+!, Axf1; 3.hxg5!, Af2; 4.g6!, hxg6; 5.fxg6!,

fxg6; 6.f7!, g5; 7.f8=D!, g4+; 8.Rh4! E patta]; 2.fxf7, Td8; 3.f6!! [3.

g8=D? {Tentativo logico}, Txf8!; 4.f6, Txf5! +]-3... Ag1; 4.g8=D, Txf8 e

stallo. 1-0

8/5Sprp/5P2/5P1p/7P/4p1pK/3RP1Pb/6rk

049 – H. Volker (Svizzera)

B. Neuenschwander (Svizzera)

Con commenti dei due Autori.

Soluzione:

1.Ce2 [The only escape for the knight] 1... Ae1+ [Black must permanently

threaten a white piece, otherwise White draws easily. However, attacking bi-

shop or knight at this point would leave White for choice. So, Black's best

try is to attack the king. 1... Ag5+; 2.Rh5 =]; 2.Rh5! [2.Rh3? surprisingly

fails to 2... Rb5! -+; e.g.; 3.Ag1, Rc4; 4.Rg2, Tf7; 5.Cg3, Tg7; 6.Rf3, Axf3;

7.Rxg3, h5 -+] 2... Td5+ [Here, 2... Rb5 would be pointless]; 3.g5 [3.Rx

h6?, Td6+; 4.Rh7, Txb6 -+] 3... Txf5+; 4.Rxh6, Te5! [Double attack on

knight and bishop (the latter by the threat of Te6+). Instead: • 4... Ad2; 5.

Cc3+!, Rb3; 6.Ce4 =. • 4... Tg2; 5.Cf4, Ad2; 6.Ac7, Tg4 (6... Tf2; 7.Rg5 =);

7.Rh5 =]; 5.Cd4 [• 5.Cf4?, Ad2 -+. • 5.Cg1?, Te6+; 6.Rh5, Txb6 -+] 5...

Af2 [5... Ac3; 6.Rg6!, Te4; 7.Rf5! =]; 6.Rg6! [Silent key move. Instead: •

6.Ac7?, Tc5! -+ e.g. 7.Ab6, Tc4 -+. • 6.Cf3?, Te6+; 7.Rg7, Txb6 -+. • 6.

Cc6?, Te6+ (-+)] 6... Td5 [6... Te4; 7.Rf5! =]; 7.Cb5!! [An optically specta-

cular point. Not 7.Cf5?, Axb6 -+] 7... Ae1! [• 7... Axb6; 8.Cc3+, Rb3; 9.

Cxd5 =. • 7... Txb5; 8.Axf2 =. • 7... Rxb5; 8.Axf2 =]; 8.Af2! [8.Cc7?/Ca7?,

Td6+; 9.Rf5, Txb6 -+] 8... Aa5! [8... Ab4; 9.Cc7 =]; 9.Ca7 [9.Cd4?, Ab6;

10.Ce2, Td6+; 11.Rf5, Axf2 -+] 9... Td2; 10.Ae3 [10.Ac5?, Tc2; 11.Ad4,

Ad8!; 12.Rf5, Ra5; 13.Re6, Ab6 -+] 10... Td3 [10... Te2; 11.Ad4= e.g. 11...

Te4; 12.Af2 (12.Ac5, Tc4; 13.Ae3 =) 12... Tf4; 13.Ae3 =]; 11.Ac5! [• 11.

Af2?, Ab4! -+. • 11.Af4?, Tc3! -+. • 11.Ag1?, Tg3+; 12.Rf5, Txf1 -+] 11...

Rc3 [11... Ab4; 12.Axb4 =]; 12.Ad4, Tc4; 13.Ae3, Tc3; 14.Ad4, Tc4; 15.

Ae3, Ab4! [Final try to win. The move threatens 16... Ac5 -+]; 16.Ab6!

[16.Rf5?/Rf6?, Ac5 -+] 16... Ac5 [16... Aa5; 17.Ae3 =]; 17.Cc8 [Possible

new as Black blocked the c-file. It's finally a positional draw] 17... Ab4 [•

17... Aa3/Af8; 18.Ca7=. • 17... Rb5; 18.Axc5=]; 18.Ca7, Aa5; 19.Ae3! Ed

il Bianco patta. ½-½

8/3r4/1B5p/8/k5PK/8/3b4/2N5

Sezione Fairy

050 – L. Kekely (Slovacchia)

Pezzo fairy: Danger-CIRCE

Soluzione:

1.h2 2.Ah3 3.Rg2 4.Rh1 5.Af1 6.g3 7.g2 e4≠

051 – P. Piet (Francia)

Pser-S≠16

Soluzione:

1.f4 2.f5 3.fxf6 4.gxh7 5.h8=A 6.Ac3 7.Axb4 8.Ad2 9.b4 10.b5

11.b6 12.bxc7 13.c8=D 14.Df5+ Rh4 15.Dg5+ Rh3 16.Df4! g2≠

Commenti dell'Autore: "Meredith; Double Excelsior; Minor promotion; Travail

de la Dame promue: 2 échecs au roi noir; Zugzwang and mat modèle".

052 – D. Gatti (Italia)

Condizione fairy: Circe

Soluzione:

1.Rd3 2.Re4 3.Rf5 4.Rxf6 [+bPf7] 5.Rxe5 [+bPe7] 6.Rf4 7.Rg3 8.

Rxh2 [+bPh7] 9.Rxg2 [+bPg7] 10.Rf3 11.Re4 12.Rxd4 [+bPd7] 13.

Rc5 14.Rb6 15.Rc7 16.Rxd7 17.Rxe7 18.Rxf7 19.Rxg7 20.Rxh7

21.Rg6 22.Rf5 23.Re4 24.Rd3 25.Rc2 = Stalemate!

Commento dell'Autore: "I'll let you live only so you can tell what you saw."

053 – D. Gatti (Italia)

Condizione fairy: AntiCirce

Soluzione:

1.axb3 [wPb3>b2] 2.b3 3.bxa4 [wPa4>a2] 4.a4 5.axb5 [wPb5>b2] 6.

b4 7.b5 8.bxa6 [wPa6>a2] 9.a4 10.a5 11.a6 12.axb7 [wPb7>b2]

13.b4 14.b5 15.b6 16.b7 17.b8=A 18.Axe5 [wAe5>c1] 19.Axe3

[wAe3>c1] 20.Axf4 [wAf4>c1] 21.f4 22.f5 23.f6 24.f7 25.f8=D 26.

Df3 stallo modello. ½-½

Commento dell'Autore: " This problem has a distinctly autobiographical flavor. The white pawn goes through a long obstacle course of captures and rebirths under the AntiCirce condition, as if falling, getting back up, and trying again. Each setback is not the end, but part of the journey forward. Despite all the detours, the pawn never gives up its mission: to reach f4. And when it finally does, the position suddenly opens into clarity. The transformation comes not from a queen or a rook, but from the modest bishop — the quiet piece that proves to be the true key. After all the struggle, the finish is not fireworks, but a model stalemate: a moment of absolute stillness, like finding peace after chaos".

054 – M. Vasyuchko (Ucraina)

Soluzione 1: 1... De8 2.Txh4+ Rd5 3.Ta6 c4 4.Th5+ Dxb5#
 Soluzione 2: 1... Dd8 2.Axh6 Rd4 3.Ag7+ Te5 4.Txh4+ Dxb4#

055 – M. Galma (Ucraina)

Pezzi fairy: **Grasshopper** a1, a6, f8

Soluzione 1:

1.Rc2, Rf2; 2.Rd3, Ga6-e2; 3.Re4, Gf8-f5; 4.Rf4, Gf5-d7; 5.f5, Ge2-e7; 6.e5, Ga1-f6#

Soluzione 2:

1.f5, Rd4; 2.f4, Ga1-e5; 3.f3, Rd3; 4.f2, Gf8-f1; 5.Rd1, Gf1-f3; 6.Re1, Ga6-e2#

056 – M. Vasyuchko (Ucraina)

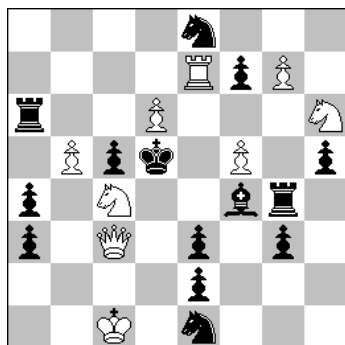
Soluzione 1: 1... e3 2.Axf4 Re4 3.Ag3 Rf3 4.Cg5+ fxg5#

Soluzione 2: 1... Ah5 2.Axf6 Rg6 3.Cf8+ Rh6 4.Ag5+ Axb5#

Correzioni da mettere in Concorsi:

Concorso nr 2025 per matti in n-mosse

1128-A - C'è da fare il diagramma del #4 mosse di LUBASHEWSKI/MAKARONEZ



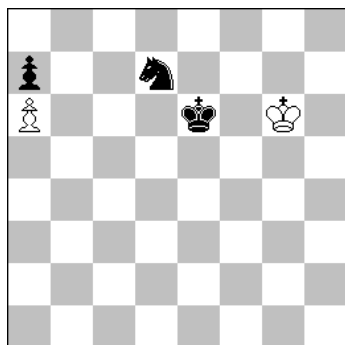
#4 mosse
9+14

Il diagramma nr 1128 era errato. Questo è quello giusto. Invece la soluzione era corretta e rimane quella.

Concorso nr 2025 per Fairies

1210-a - L. Kekely

Nella casella in a6 c'è un Pedone bianco invece del pezzo fairy!



Ser-H#5 mosse
B = Cd7 > f6
2+3

Questo è il problema corretto.

Ancora un articolo interessante sulla storia degli scacchi...

Una delle prime testimonianze sul gioco degli scacchi in Italia è costituita da una lettera che san Pier Damiani, l'anacoreta che Dante incontrerà in Paradiso, allora cardinale di Ostia, scrisse nel 1061 a papa Alessandro II, scagliandosi violentemente contro il gioco, del quale chiese e ottenne la messa al bando.

Pier Damiani informava il papa di aver punito un vescovo fiorentino che a causa degli scacchi aveva trascurato i doveri religiosi. All'epoca gli scacchi erano molto diffusi tra il clero (e i nobili); testimonianze certe dicono che grande appassionato fu Gregorio VI (papa dal 1045 al 1047). Nel 1128 san Bernardo di Chiaravalle, emanando le regole per l'ordine dei Templari, metteva gli scacchi al bando. Poi nel 1212 la Chiesa ribadì la proibizione al gioco in occasione del Concilio plenario di Parigi. Nel 1254 il re di Francia san Luigi IX proibì gli scacchi con un'ordinanza al rientro dalla prigionia di 4 anni in Egitto dopo la VI crociata; fu probabilmente solo una reazione rabbiosa, data la grande diffusione degli scacchi tra gli arabi, ma provocò la condanna «ufficiale» da parte della Chiesa in occasione del concilio Biterrense del 1255.

Non altrettanto per fortuna avvenne per i libri sul gioco, anche perché si trattava di preziosi codici manoscritti, spesso «pezzi unici» e che utilizzavano gli scacchi come spunto per insegnamenti moraleggianti. Un tipico esempio è l'operetta *Quaedam Moralitas de Scaccario*, attribuita da molti a Innocenzo III (papa dal 1198 al 1216), ma molto probabilmente a lui solo dedicata; Innocenzo III resta comunque il primo nome importante nella galleria dei papi

scacchisti: sul suo stemma si trova una scacchiera sulla quale è posata un'aquila. Che il gioco fosse comunque diffuso lo si ricava da molti documenti burocratici.

Restando nel campo ecclesiastico, un inventario del 1236 segnala nel vescovado di Lucca due serie complete di pezzi. Pezzi e scacchiere sono citati negli inventari di Innocenzo VI, redatti nel 1353; del resto gli scacchi venivano conservati anche nei tesori papali e seguirono i pontefici persino durante il periodo avignonese.

Anche il popolo continuava a giocare a scacchi; un'opera importante per la diffusione del gioco fu il trattato del domenicano Jacopo da Cessole, piccolo paese vicino ad Asti; fra Jacopo visse tra il 1250 e il 1325 e la sua opera è nota come *De ludo scachorum*. Nel libro vengono menzionate le regole del gioco – quelle usate in Lombardia, all'epoca regione leader negli scacchi –, che se non sono totalmente quelle di oggi pure vi si avvicinano molto. Il libro inizia col racconto dell'invenzione del gioco, ideato secondo fra Jacopo ai tempi del re caldeo Evilmerodach, identificato con Mero-dach-Baladan che regnò dal 722 al 710 a.C. Ideatore del gioco sarebbe stato un filosofo di corte, il cui nome in lingua caldea era Xerse e in greco Filometor: costui avrebbe inventato gli scacchi per convincere il re ad evitare l'ozio. In pratica fra Jacopo unifica le varie leggende sull'origine del gioco e combatte la teoria secondo la quale gli scacchi sarebbero stati ideati durante l'assedio di Troia. Il frate descrive poi i pezzi come se fossero persone reali e spiega i compiti di ciascuno nella società: il Re deve essere giusto, la Regina casta, gli Alfieri saggi consiglieri, i Cavalieri fedeli, i Vicari del re solidi come «rocchi», cioè torri. Ogni pedone rappresenta una categoria di lavoratori: contadino, fabbro, notaio, mercante, medico, oste...

Ai primi del Quattrocento gli scacchi si trovarono coinvolti in manifestazioni pubbliche contro le «Vanità». La domenica 23 settembre 1425, per esempio, san Bernardino tenne a Perugia una predica tanto infuocata che «li homini mandaro dadi, carte, tavolieri, scacchi e simili cose» a bruciare in piazza. E a Siena nel 1426 ancora san Bernardino in una predica affermò che uno dei suoi frati, Matteo da Cecilia, aveva bruciato «duomila settecento tavolieri in uno di a Barzelona, che v'erano di molti che erano d'avorio, e anche molti scachieri, e convertì molte anime».

Ancora: nel 1496 e 1497 Girolamo Savonarola fece mettere al rogo anche gli scacchi in due famosi «bruciamenti di vanità» a Firenze. Che il Savonarola sapesse giocare a scacchi è confermato da alcuni biografi, che riportano il contenuto di una predica tenuta l'8 maggio 1496. La riabilitazione del gioco era comunque imminente. La prima scintilla si ebbe a Firenze, grazie alla dinastia dei Medici; fu Giovanni, figlio di Lorenzo il Magnifico, ad aprire la strada per la revoca della condanna ecclesiastica: fin da giovane grande appassionato di scacchi, Giovanni de' Medici continuò ad essere un importante mecenate per i giocatori dell'epoca anche quando nel 1513 divenne papa Leone X. In un volume della fine del 1500 si trova questa citazione: «Papa Leone era solito abbandonare la partita quando era inferiore; ciò mostra la sua abilità, poiché egli vedeva molto tempo prima ciò che doveva accadere».

Fu grazie all'influsso di Leone X che santa Teresa d'Avila parlò positivamente degli scacchi nel suo *Cammino di perfezione*, scritto tra 1564 e 1566: «Credetemi, colui che giocando a scacchi non sa dispor bene i pezzi, giuocherà molto male: se non sa fare scacco, non farà neppure scacco matto... Voi certo mi biasimerete nel sentirmi parlare di giochi... Dicono che qualche volta gli scacchi sono permessi; a maggior ragione sarà permesso a noi di usarne ora la tattica. Anzi, se l'usassimo spesso non tarderemmo a fare scacco matto al Re divino... A scacchi la guerra più accanita il re deve subirla dalla regina, benché vi concorrano da parte loro anche gli altri pezzi. Orbene non vi è regina che più obblighi alla resa il Re del cielo quanto l'umiltà».

Il 14 ottobre 1944 il vescovo di Madrid ha proclamato Teresa d'Avila patrona degli scacchisti. E finalmente, agli inizi del Seicento, il gioco degli scacchi venne dichiarato di nuovo lecito da Francesco di Sales, vescovo di Ginevra, che nella sua *Introduzione alla vita devota*, scritta ad Annecy nel 1608, controbatté l'editto di Luigi e la condanna del Concilio.

Nel capitolo XXXI, «Passatempo e divertimenti e anzitutto quelli leciti e lodevoli», il santo ammonisce: «Bisogna solo guardarsi dall'eccedere, tanto nel tempo quanto nel denaro che si espone, perché se vi si impegna troppo tempo non è più sollievo, ma occupazione; non si solleva né lo spirito né il corpo, ma anzi si stancano e si svigoriscono entrambi».

Scacchista fu san Carlo Borromeo, di cui è testimoniato che una volta vinse a scacchi a un cugino 10 ducati d'oro che usò per la vestizione di una monaca. E anche Alfonso Litta, arcivescovo di Milano dal novembre 1652: la sua passione era ben nota, tanto che quando arrivò in città venne appesa a una colonna una scacchiera sulla quale campeggiava la scritta «Ingegno, non sorte», per dire che Litta aveva raggiunto la carica non per fortuna ma per le sue virtù.

Nessuno dei pontefici che seguirono Leone X fu per gli scacchi particolarmente importante fino a tempi recenti, salvo il

caso di Pio V (1566-1572), noto per aver offerto al famoso giocatore siciliano Paolo Boi detto «il siracusano» un importante beneficio purché indossasse l'abito talare (ma, per la cronaca, il Boi rifiutò). Boi allora era considerato il miglior giocatore al mondo.

Anche lo spagnolo Ruy Lopez de Segura era un ecclesiastico e durante il suo apogeo scacchistico entrò nelle grazie di Filippo II, che gli assegnò un vitalizio come «miglior giocatore di scacchi del Cinquecento». Nel 1560 arrivò a Roma per accompagnare il suo vescovo al conclave per l'elezione di Pio IV; approfittando del tempo libero giocò e batté tutti i migliori giocatori italiani. Ideò poi una delle aperture più usate ancor oggi, che nel mondo porta il suo nome e in Italia è nota come «Spagnola».

Altro scacchista fu Leone XIII, papa dal 1878 al 1903: giocava abitualmente anche da cardinale a Perugia. Poi Giovanni Paolo I, che pure giocò negli anni Sessanta a Vittorio Veneto. Infine Giovanni Paolo II, sicuramente giocatore in gioventù, all'università di Cracovia e poi in seminario.



CONCORSI



Sinfonie Scacchistiche



Associazione **P**roblemistica **I**taliana

Sinfonie Scacchistiche 2026

The official A.P.I. Magazine is organizing an informal composition Tourney for:

Section Two-moves [$\neq 2$]	:	2026
Section n-moves [$\neq n$]	:	2026
Section Helpmate 2 moves [$H \neq 2$]	:	2026
Section Helpmate n-moves [$H \neq n$]	:	2026
Section Selfmate n-moves [$S \neq$]	:	2026
Section studies [win/draw]	:	2026
Section Fairy	:	2026

Deadline: 30/09/2026

Judges:

Section Two-moves [$\neq 2$]	:	
Section n-moves [$\neq n$]	:	Valerio AGOSTINI (Italia)
Section Helpmate 2 moves [$H \neq 2$]	:	
Section Helpmate n-moves [$H \neq n$]	:	Gabriele BRUNORI (Italia)
Section Selfmate n-moves [$S \neq$]	:	
Section studies [win/draw]	:	
Section Fairy	:	

The originals have to be sent to the director Valerio AGOSTINI [valerio.agostini@gmail.com] only by e-mail. The problems will be published in the magazine: every composer will receive the copies of the publications and the awards (PDF version).

It's mandatory the declaration of the computer control (C+) of Popeye, WinChloe, Alybadix or others, for every problems (not for studies, of course).

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