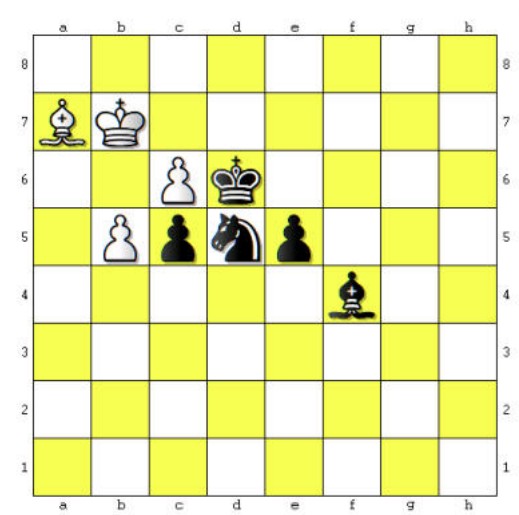




Volodymyr Samylo

White to move and draw

10th Commendation

A technically interesting study built around the advance of the c-pawn and the subsequent race of the b-pawn. The play contains several precise resources, notably the maneuver beginning with 9.Qb5+! and the final perpetual-check mechanism, where White must choose the Queen squares with great care.

The main attraction is the gradual transformation of the position after the forced promotion sequence. Black appears to obtain dangerous connected threats, yet White succeeds in organizing a delicate defensive setup based on accurate checking geometry and the return of the queen to key squares.

Although the study contains a number of attractive details and requires careful calculation from both sides, the construction feels somewhat overgrown and several variations serve mainly to establish correctness rather than to strengthen the artistic impact. The idea is genuine and competently realized, but in the context of this exceptionally strong tournament it remains closer to a simple Commendation than to the higher award categories.

Solution: 1. c7 !

{try} (1. Bb8+ ? 1. ... Ke6 ! 2. c7 Ne7 3. c8=Q+ Nxc8 4. Kxc8 c4 ! 5. b6 c3 6. b7 c2 7. Bc7 c1=Q 8. b8=Q e4 ! 9. Qb3+ ?! Ke7 {-+ see solution})

({also} 1. b6 ? Ne7 ! 2. c7 Kd7 3. Ka8 e4 4. b7 Bxc7 5. Bxc5 Nc6 ! -+)

1. ... Ne7

(1. ... Nxc7 ?! 2. Bb8 ! Kd7 3. Bxc7 c4 ! 4. Ba5 e4 5. Bc3 ! (5. b6 ? Be5 ! 6. Ka6 c3 ! 7. b7 c2 8. Bd2 Kc6 ! 9. Bc1 Bc7 {! -+} 5. ... Kd6 6. b6 Kd5 7. Ka6 e3 8. Kb5 ! (8. b7 ? Ke4 {! -+}) 8. ... e2 9. b7 Bg3 10. Be1 ! Be5 11. Bc3 ! Bd6 12. Bb4 Bb8 13. Bc3 !! Bg3 14. Be1 {! pos.draw}))

2. c8=Q Nxc8 3. Kxc8 Kd5 ! 4. Bb8 ! c4 5. b6 c3 6. b7 c2 (6. ... Be3 7. Bxe5 {!})

7. Bc7 c1=Q 8. b8=Q e4 ! 9. Qb5+ ! (9. Qb7+ ? Kd4 ! 10. Qb6+ Kd3 !)

9. ... Kd4 10. Qd7+ (10. Qb6+ ? Kd3 {!})

10. ... Ke3 11. Qh3+ Kd2 ! (11. ... Kf2 12. Qh4+ !)

12. Qg2+ Kd3 ! 13. Qh3+ Kd2 14. Qg2+ Ke3 15. Qh3+ {! Two positional draw on capture a pawn c on different squares, return theme.} 1/2 1/2

(15. Qg1+ ?! Qxg1 16. Bb6+ Kf3 ! 17. Bxg1 Be3 {! -+})