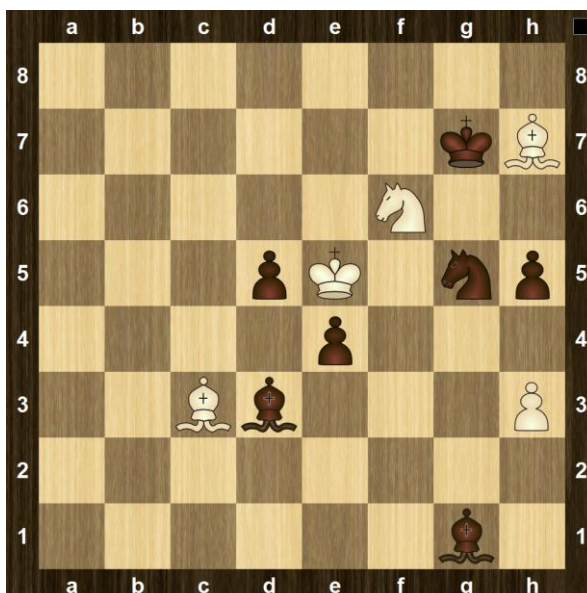


STUDY OF THE YEAR 2014

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White to play and draw

The black pawns are weak, but White must rescue his bishop first. **1.Bf5 d4!** **2.Sxh5+** The threat was 2...Bh2+ winning the knight. Bad is 2...Bxe4? Bxe4 3.Sxe4 dxc3! 4.Sxc3 Sxh3 with an easily won ending for Black. **2...Kh6** **3.Bd2!** 3.Bxd4? Sf3+ 4.Kd5 Sxd4 wins. **3...Kxh5** 3...e3 4.Bxd3 exd2 5.Be2 Sxh3 6.Sf6! draws. **4.Bg4+ Kg6** 4...Kh4? 5.Be1+ Bf2 6.Bxf2 mate! **5.Bf5+ Kh5!** 5...Kh6 6.h4, and now 6...e3 7.Bxe3 dxe3 8.hxg5+ Kxg5 9.Bxd3, or 6...Be3 7.hxg5+ Kxg5 8.Bxe4 draw. **6.Bg4+ Kh6!** **7.h4 Be3!** 7...e3 8.hxg5+ Kxg5 9.Kxd4 exd2+ 10.Kxd3 draws **8.hxg5+ Kxg5** Now the most logical move seems to be 9.Bxe3+? dxe3 10.Bd1, but after 10...Bb1! 11.Be2 Bc2! the white bishop does not have a free square on h1-d5 diagonal, and White loses because of zugzwang: 12.Kd4 Kf4. **9.Be2!!**



Jackpot! Now there are two echoing lines:

- A) **9...Bxe2** **10.Bxe3** dxe3 **11.Kxe4** draws, or:
- B) **9...Bxd2** **10.Bxd3** exd3 **11.Kxd4** draws.