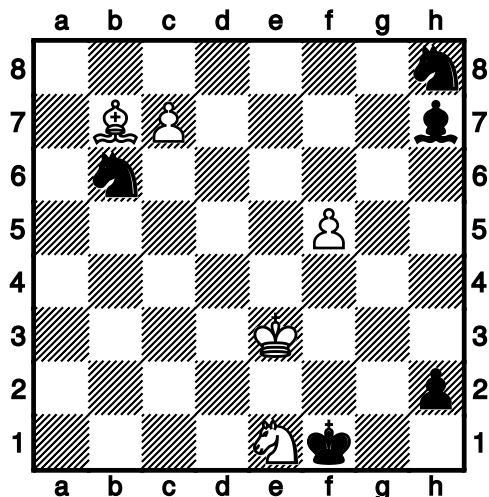


№1. O. Pervakov
A. Selivanov-50, 2017
1 prize



Draw **5+5**

Both pawns are detained, but the black pawn will cost white a piece sooner or later...

1.Nf3! To deal with a pawn it is necessary to oblige her to turn into a queen!

1...h1Q 2.Nd2+ Kg1 3.Bxh1! Difficult choice. But to leave on a board a bishop — means to die:
3.Nf3+? Qxf3+! 4.Bxf3 Bxf5 5.Kf4 Bc2! (but not 5...Bd7? 6.Bg4=) 6.Bb7 Ng6+ 7.Kg5 Ne7—+.

3...Kxh1 4.Kf4!!

Logical try 4.Ne4? Nd5+ (4...Bxf5? 5.Ng3+=) 5.Kd4 Nxc7 6.Ke5 Ne8! (6...Bg8? 7.Kf6 Ba2 8.Nd6!)
7.Ke6 Ng7+! 8.Kf6 Nxf5! 9.Ng5 Bg6 10.Ne6 Nd6! (10...Nh6 11.Nd8!) 11.Kg7 Ndf7—+, and black
pieces were located comfortably in the top right corner. Other moves of the king are easily
disproved: 4.Ke4? Nf7—+; or 4.Kd4? Bxf5—+.

4...Nd5+ (4...Bg8 5.Ne4 Nd5+ 6.Ke5 Nxc7 7.Kf6=; 4...Nf7 5.Ne4! Nd5+ 6.Kg4! Nxc7 7.Nf6=, and
the bishop is caught) **5.Ke5!** (5.Kg5? Nf7+!—) **5...Nxc7 6.Kf6!** It is senseless to attack a knight c7:
6.Kd6? Nb5+! 7.Ke6 Bg8+ 8.Kf6 Ba2—+.

6...Ne8+ 7.Ke7. Amusing route of the white king on e3-f4-e5-f6 as «snake»!

7...Ng7 8.Kf6 Nh5+ 9.Kg5! Ng3 10.Kf6 Nxf5. It was not succeeded to frighten white: after
10...Bxf5 11.Nf1! black remain with two useless knights.

Just a moment! We see the same position from logical try with one more tempo for black (the knight
there already stood on e4!). An, no!

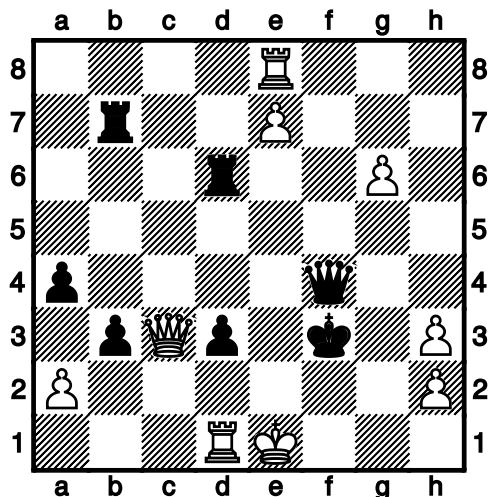
11.Nf3!! Here it, the sweet field for a knight with a high, juicy grass in the form of three black
pieces!

11...Bg6! 12.Ne5 Bh7 13.Nf3 Kg2. And what else? It is necessary to go...

14.Ng5 Bg6 15.Ne6! Oops! It was so pleasant to the black king in h1 corner (see logical try 4.Ne4)!
And here the poor king was enticed on g2...

15...Kf3 (15...Nd6 16.Nf4+!=, the fork trapped suddenly) **16.Nf8!** And the poor bishop is caught!

№2. O. Pervakov
Olympic Ty, 2018
1 prize



Win 9+7

1.Rd2! Simple draw after 1.Rxd3+? Rxd3 2.Qxd3+ Qe3+ (2...Kg2= also is possible) 3.Qxe3+ Kxe3 4.axb3 axb3 5.Rc8 Rxe7 6.Rb8 Kf4+ 7.Kf2 Kg5 8.Rxb3 Kxg6=.

1...Rxe7+! Attracting the white rook on e7. 1...Qe3+ 2.Kf1+-; 1...Re6+ 2.Kd1+-.

2.Rxe7 Qh4+ 3.Kf1!! It is necessary to get rid of pawn h3!

Logical try-1: 3.Kd1? Qxe7 4.g7 (4.axb3 Qe3!)=) 4...Qg5! 5.Rxd3+ (5.Kc1 b2+ 6.Kb1 Qg1+ 7.Kxb2 a3+! 8.Kxa3 Ra6+ 9.Kb2 Rb6+=; 5.Re2 bxa2! 6.Rxa2 Qg1+ 7.Qe1 Rg6=) 5...Qe3! 6.Qc6+!? Kf2! 7.Qg2+ Kxg2 8.g8Q+ Kxh2=, and the pawn h3 prevents white to carry out conceived.

3...Qxh3+ 4.Ke1 (4.Kg1? Rxg6+ 5.Kh1 Qf1#) **4...Qh4+ 5.Kd1 Qxe7 6.g7!** It is necessary to win a tempo. After 6.Rxd3+ Qe3!+- «the Maltese cross» conducts to a victory of black. The mate waits white after 6.Qc5? Qe2+! 7.Rxe2 dxe2+ 8.Ke1 Rd1#.

6...Qg5! 7.Rxd3+ Qe3! 8.Qc6+!! Correct «removal from a cross»!

Logical try-2: 8.Qf6+? Rxf6! 9.Rxe3+ Kxe3 10.g8Q Rf1#!

8...Kf2! (8...Rxc6 9.Rxe3+ Kxe3 10.g8Q+-) **9.Qg2+!** (9.Rxd6? Qe1#) **9...Kxg2 10.g8Q+ Kh3!** Defence of black is based on win white rook d6 after capture black rook. So, badly 10...Kh1 11.Qa8+ Kg1 12.Rxd6+-.

11.Qh8+! And a problem of white — to force black to take also the second pawn «h». Early 11.Rxd6? Qf3+ 12.Kc1 Qc3+=; 11.Qh7+? Kg4! 12.h3+ Kg3! 13.Rxd6 Qf3+=.

11...Kg2! (11...Kg4 12.h3+! Kg3 13.Qe5+!+-) **12.Qg7+!** No progress after 12.Qa8+ Kh3!, because 13.Qh1 is not check.

12...Kxh2. It is necessary. 12...Kh3 13.Rxd6 Qf3+ 14.Kc1! Qf1+ 15.Rd1! Qc4+, and white is not necessary the rook any more: 16.Kb2 Qc2+ 17.Ka3 Qxd1 18.Qg3#!

13.Qh8+! The pawn h2 is destroyed, and white realize the plan. But not 13.Qh7+? Qh6=; or 13.Rxd6? Qf3+ 14.Kc1 Qf1+! 15.Kb2 Qf2+ 16.Ka3 Qc5+ 17.Kxa4 Qxd6=.

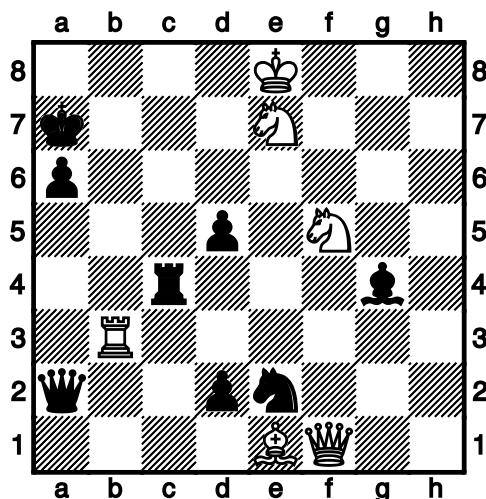
13...Kg2 (13...Kg3 14.Qe5+!+-; 13...Qh6 14.Qe5+!+-; 13...Kg1 14.Rxd6 Qf3+ 15.Kc1! Qf4+ 16.Rd2+-) **14.Qa8+! Kh3.** The white king leaves easily from checks after 14...Kg3 15.Rxd6 Qg1+ 16.Kd2 Qf2+ 17.Kd3 Qc2+ 18.Kd4+-; or 14...Kh2 15.Rxd6 Qg1+ 16.Ke2! Qg4+ 17.Qf3+-.

15.Qh1+! with the decisive check and the subsequent capture of the black rook. The newborn white queen visited three corners of a board. 15.Rxd6? Qg1+ 16.Kd2 Qh2+=.

№3. O. Pervakov

EG-50, 2016

1 prize



Draw

6+8

1.Qf2+! Try 1.Bf2+? Ka8! 2.Rb6 Qa4+ 3.Kd8 Bxf5 4.Nxf5 Nd4! 5.Bxd4 (5.Nxd4 d1Q 6.Qxd1 Qxd1 7.Nc6 Rxc6 8.Rxc6 d4→) 5...d1Q 6.Qf4 (6.Qg2 Qxd4! 7.Nxd4 Qa5! 8.Ke8 Rc8+ 9.Kd7 Qxb6 10.Kxc8 Qxd4→) 6...Rc8+! 7.Kxc8 Qe8+ 8.Kc7 Qc2+ 9.Kd6 Qcc8! 10.Kxd5 Qg8+ 11.Ke4 Qc2+ 12.Ke5 Qc7+ 13.Ke4 Qg2+ 14.Qf3 Qcc2+ 15.Ke3+ Qxf3+ 16.Kxf3 Qxf5+→.

1...d4! (1...Ka8 2.Rb8+! Kxb8 3.Qb6+=) **2.Nc6+!** (2.Nxd4? Bd7+! 3.Kxd7 Rxd4+ 4.Ke8 Qxb3 5.Bxd2 Qb5+ 6.Kf7 Qc4+ 7.Kf8 Kb8→) **2...Rxc6** (2...Ka8? 3.Rb8#) **3.Nxd4 Bd7+!** Open counterplay. 3...Bh5+? 4.Ke7 Nxd4 5.Qxd4+ Ka8 6.Qh8+→; 3...Nxd4? 4.Qf7+ →.

4.Kxd7 (4.Ke7? Nxd4 5.Qxd4+ Ka8 6.Qh8+ Bc8→) **4...d1Q**. After 4...d1R!? white build the new battery: 5.Qf7!→.

5.Bd2!! The echo-sacrifice! 5.Kxc6? Nxd4+ 6.Qxd4+ Qxd4→, and no stalemate — bishop on the board!; 5.Qf7? Qaxb3→.

5...Qaxd2! 6.Kxc6 Qh1+.

Main **6...Qh6+ 7.Ne6+ Nd4+ 8.Qxd4+! Qxd4 9.Rb7+ Ka8 10.Rb8+! Kxb8=**. The 1-st mirror ideal stalemate with pin knight

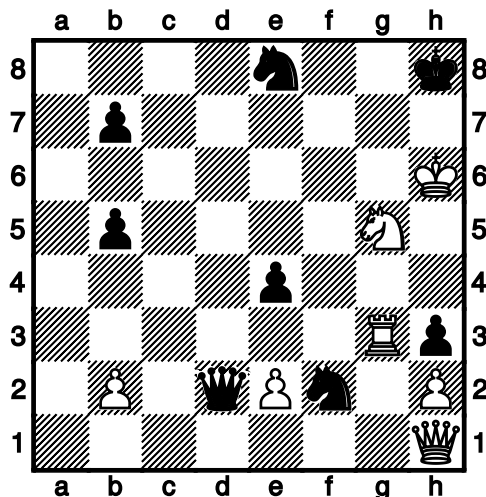
Main **6...Q1c1+ 7.Nc2+ Nd4+ 8.Qxd4+! Qxd4 9.Rb7+ Ka8 10.Rb8+! Kxb8=**. The 2-nd mirror ideal stalemate with pin knight.

7.Nf3+ Nd4+ (7...Qd4 8.Rb7+ Ka8 9.Rb8+! Kxb8 10.Qg3+!)=) 8.Qxd4+! Qxd4 9.Rb7+ Ka8 10.Rb8+! Kxb8=. And the 3-rd mirror ideal stalemate with pin knight!

№4. O. Pervakov

JT JPA-85, 2017

1 prize



Draw

7+8

1.Qe1! Look at c3 and h4 squares.

1...Qd6+ (1...Qxe1? 2.Nf7#) **2.Ne6!** (2.Kh5? Ng7+ 3.Kh4 Qh6#) **2...Qxe6+** **3.Rg6 Nf6!** 3...Ng4+? 4.Kg5! Nef6 (4...Qe5+ 5.Kxg4 Kh7 6.Rb6!+-) 5.Qh4+ Nh7+ 6.Qxh7+ Kxh7 7.Rxe6+-.

4.Qc3! Pin knight f6. 4.Qxf2? Ng4+ 5.Kg5 Qxg6+ 6.Kxg6 Nxf2+-.

4...N2g4+! **5.Rxg4** (5.Kg5? Ne5! — unpin knight f6, 6.Rxf6 Qg4+ 7.Kh6 Qh4#) **5...Qf5!** **6.Rh4** (6.Rg5? Qh7#) **6...b4!** Black begin counterplay. They want to close diagonal a1-d4 for white queen.

7.Qd4 b3! (7...e3? 8.b3+-) **8.Qc3!**

The 1-st logical try: 8.e3?! (play for stalemate or perpetual check) 8...b6! 9.Qc3 b5 10.Qd4 b4 11.Qd8+ Ng8+ 12.Qxg8+ Kxg8 13.Rg4+! Kf7 14.Rg7+ Ke6 15.Rg6+ Kd5! 16.Rg5 Qxg5+ 17.Kxg5 Kc4 18.Kf4 Kd3+-.

8...e3! (8...b6? 9.Rxh3+-) **9.Qd4!**

The 2-nd logical try: 9.Qc4?! Ng8+ 10.Qxg8+ Kxg8 11.Rg4+! Kf8 12.Rg8+! Ke7 13.Rg7+ Kd6 14.Rg6+ Kc7 15.Rg7+ Kb8 16.Rg8+ Ka7!+-.

9...b6! Lose a tempo.

10.Qc3!

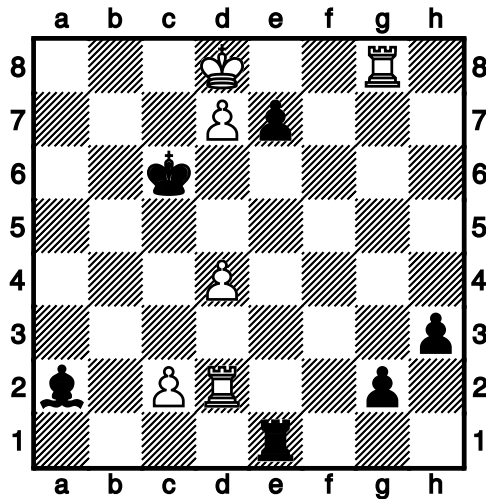
The 3-rd logical try: 10.Qd8+?! Ng8+ 11.Qxg8+ Kxg8 12.Rg4+! Kf7 13.Rg7+ Ke6 14.Rg6+ Kd7 15.Rg7+ Kc6 16.Rg6+ Kb7 17.Rg7+ Ka6!+-.

Try 10.Rxh3? Qxh3+ 11.Kg5 Qg2+! 12.Kf5 (12.Kxf6 Qg7+-) 12...Qd5+ 13.Qxd5 Nxd5 14.Ke4 Nc3+!+-.

10...b5 11.Qd4 b4. White in zugzwang? But...

12.Qd8+(c4) Ng8+ **13.Qxg8+ Kxg8 14.Rg4+! Kf8** (14...Qxg4= stalemate) **15.Rg8+! Ke7** (15...Kxg8= stalemate) **16.Rg7+ Kd6** (16...Kf6 17.Rf7+! Kxf7= stalemate) **17.Rg6+ Ke7 18.Rg7+.** Perpetual check or stalemate.

№5. O. Pervakov
The Ural Problemist-25, 2018
1-2 prize



Win

6+6

Pawn overlapping of diagonal a2-g8 arises — 1.d5.

1.c4!!

Logical try: 1.d5+? Bxd5 2.Rxd5 h2 3.Kc8 (or 3.Rg6+ e6! 4.Kc8 Ra1 and so on) 3...Ra1! 4.Rg6+ e6! 5.Rd6+ (5.Rxe6+ Kxd5 6.Ra6!? Rxa6 7.d8Q+ Ke4! 8.Qh4+ Kf3=) 5...Kc5 6.Rg5+ e5 7.Rd5+ (7.Rxe5+ Kxd6 8.Ra5!? Rxa5 9.d8Q+ Ke6! 10.Qg8+ Ke5 11.Qxg2 Rc5+ 12.Kd7 Rxc2=) 7...Kc4 8.Rg4+ e4 9.Rd4+ Kc3 10.Rg3+ e3! (10...Kb2? 11.Rb4+ Kc1 12.d8Q Ra8+ 13.Rb8 Rxb8+ 14.Kxb8 g1Q 15.Qg5+ +-) 11.Rd3+ Kb2! =, and the black king hid in a shadow of a pawn c2; 1.Rg6+? Re6! =; 1.Rdxg2? hxg2 2.Rxg2 Be6 3.Rg6 Kd5=.

1...Bxc4. Rook ending after 1...g1Q 2.Rxg1 Rxg1 3.Rxa2 Rg8+ 4.Kxe7 Kc7 5.c5+- is easy win for white.

2.d5+. The pin of bishop does not lead to success: 2.Rc2? g1Q 3.Rxg1 Rxg1 4.Rxc4+ Kd5! 5.Rc5+ Kxd4 6.Rc1!? Rxc1 7.Ke8 h2 8.d8Q+ Ke4! 9.Qxe7+ Kf3=.

2...Bxd5 (2...Kc5 3.Kc7 h2 4.Rgxc2 h1Q 5.d8Q+-) **3.Rxd5!** (3.Rg6+? Re6+-; 3.Ke8? g1Q=) **3...h2!** The best chance. 3...Kxd5 4.Ke8 g1Q 5.d8Q+ Ke4 6.Rxg1 Rxg1 7.Qd2 Kf3 8.Qh2!+-; 3...g1Q 4.Rxg1 Rxg1 5.Rd2 Rg2 6.Rd1!+-.

4.Kc8! Early 4.Rg6+? Kxd5! 5.Ke8 g1Q 6.d8Q+ Ke5+-.

4...Ra1! Hopelessly 4...g1Q 5.d8Q Qxg8 6.Qxg8 h1Q 7.Rf5 e5 8.Qc4+ +-.

5.Rg6+ e6! 6.Rd6+! (6.Rxe6+? Kxd5 7.Ra6 Rxa6 8.d8Q+ Ke4=) **6...Kc5 7.Rg5+ e5 8.Rd5+.** It is not possible to mate the black king after 8.Rxg2? Ra8+! 9.Kc7 h1Q 10.Rc2+ Kb4 11.Rb6+ Ka3=.

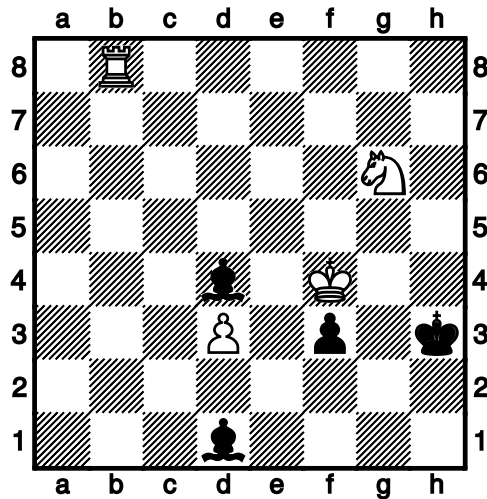
8...Kc4 (8...Kc6 9.Rg6+ Kxd5 10.d8Q+ Ke4 11.Qh4+ +-; 8...Kxd5 9.d8Q+ Ke4 10.Qd6+-) **9.Rg4+ e4 10.Rd4+** (10.Rxg2? h1Q 11.Rc2+ Kb3! =) **10...Kc3** (10...Kc5 11.Rg5+ Kxd4 12.d8Q+ Ke3 13.Qb6+ +-) **11.Rg3+ e3 12.Rd3+!** For the 4-th time repeating a step of the systematic movement.

12...Kc4! Alas, not to hide any more — a white pawn c2 is not on a board! 12...Kc2 13.Rxg2+ +-.

13.Rg4+ Kxd3 14.d8Q+ Ke2 15.Rxg2+ Kf1 16.Qd5! (16.Qf6+? Kxg2 17.Qb2+ e2=; 16.Rxh2? Ra8+ =) **16...h1Q 17.Qf3+.**

Logical dumping of a white pawn precedes the systematic movement of four pieces.

№6. O. Pervakov
 JT Y. Afek-64, 2016
 2 prize



Win **4+4**

1.Rb1! Be2! 1...Bc2 2.Rf1 f2 (2...Kh2 3.Rxf3 Bd1 4.Nh4!+) 3.Kf3 Kh2 4.Ne5!+-.
2.Nh4!! 2.Ke4? Kg3 3.Nf4 (3.Kxd4 f2=) 3...Bc3! 4.Rg1+ Kh2 5.Rg4 (5.Rg6 Bd2 6.Rg4 Bxf4 7.Rxf4 Kg3 8.Ke3 Bxd3=) 5...Bd1 6.d4 Be1 7.Ke3 f2 8.Rg2+ Kh1 9.Rxf2 Bxf2+ 10.Kxf2 Bb3=.
2...Be5+! 2...Bxd3 3.Rh1# (3.Rd1 f2 4.Rh1# — lost time).
3.Kxe5 Bxd3! (3...f2 4.Rh1+ Kg4 5.Nf5! Bxd3 6.Ne3+ Kf3 7.Kd4+-; 3...Kxh4 4.Kf4! Kh3 5.Ke3+-) **4.Rd1!**
 Thematic try 4.Rh1+? Kg3! 5.Kd4 Bc2! 6.Ke3 f2 7.Nf3 Be4!! The second bishop's sacrifice! (7...Bd3? 8.Nd2 Kg2 9.Rh5!+) 8.Kxe4 Kg2 9.Rh2+ Kg3 10.Rh1 Kg2 — positional draw, 11.Kf4!? Kxh1= (11...f1Q?? 12.Rh2#) ; 4.Rb3? Bc2! (4...Bc4? 5.Rxf3+ Kxh4 6.Rf4+ +-) 5.Rc3 Kxh4 6.Rxc2 Kg3=.
4...Be2! (4...Bc2 5.Rc1 Kxh4 6.Kf4+-; 4...Kxh4 5.Rxd3 f2 6.Rf3+-) **5.Rh1+ Kg4! 6.Nf5! f2 7.Ne3+ Kf3** (7...Kg3 8.Ra1 Kf3 9.Kd4 Bb5 10.Rb1 Ba6 11.Rb6 Be2 12.Rf6+ +-) **8.Rh3#!**
 Ideal mate with two active blockings. Echo with 3.Rh1#, but in the middle of the board. 8.Kd4? f1Q 9.Nxf1 Kg2=.