Chess



Cool Hand Luke rides to victory

Luke McShane collected the rather radical bonus prize of a horse for his victory in the third Remco Heite. As it might have been tricky

to fit in his hand luggage. and in accordance with tradition, he then donated the steed to a local charity for handicapped children. We pick up his crucial last-round game after the

time control, holding a slight edge, but Van Wely's position is solid enough. a b c d e f g h



41.Rd1-b1

White can't play 41.Nc3xb5 due to 41...Nd4-f3+

41... b5xc4 42.b3xc4 Ka8-a7

43.Re5-a5 Ba8-c6 The position looks fairly harmless, but Black's pieces are very well placed and the c4 pawn remains a weakness.

44.Ra5-a7 g6-g5 McShane begins his plan of expanding on the kingside.

46.Bf1-e2 Kg7-g6 47.Ra7-a3

45.Nc3-b5 Nd4-f5 It was better to play 47.Rb1-b2 keeping his

second rank covered.

his nieces over the last few moves, intensifying the nressure 49.Ra3-a6 Nf5-e7 50.a2-a3 It might have been better to sit tight with 50.Ra6-a7.

Black has clearly improved

D48-42

Rc8-d8

47...

48.Be2-f1

50... h7-h5



desirable, but it leaves the

52.Kg1xg2

efficient

51...

c4 pawn without protection. By now both players were probably feeling the strain of the swift time control.

Bc6xa2

Rd2-c2

Ne7-c8 53.Nb5-d6 53...Ne7-f5 was still better.

52...Ne7-f5 was more

54.Nd6xc8 Now the hidden tactical

resource 54.c4-c5 Nc8xd6 (54...Rc2xc5 55.Nd6-b7) 55.c5xd6 Rc2-d2 56.Rb1-b6 saves the day. Rd8xc8 54... 55.Rb1-b7

The ending after 55.Ra6-b6 Rc8xc4 56.Rb6-b2 Rc2xb2 57.Rb1xb2 h5-h4 is very bad, but Van Wely's attempts to get active backfire.

55... Rc8-c5 56.Rb7-b5 Rc5xc4 57.Ra6-a5 f7-f6 58.Rb5-b6 Rc4-e4 59.Ra5-a1 Re4-e2

60.Ra1-f1

61.Rb6-b1

e6-e5

61.Rb6-b3 e5-e4 62.Kg2-g1 was the last chance 61... e5-e4

62.Rh1-e1 e4-e3 63.Re1xe2 63.Kg2-f3 Re2xe1

64 Rf 1xe 1 e3xf2 wins easily. 63...

Rc2xe2 64.a3-a4 The alternative 64.Kg2-f3

Re2xf2+65.Rf1xf2 e3xf2 66.Kf3xf2 f6-f5 67.Kf2-f3 Ka6-f6 68 h3-h4 a5xh4

winning ending.

69.g3xh4 Kf6-e5 leads to a

64... h5xq4 Strangely this natural recapture is a mistake. McShane should have played 64...f6-f5 65.g4xf5+ Ka6xf5 66.Ka2-a3

68.Ka3xf2 Kf5-f4 69.Kf2-a2 Kf4-e3 70.Kg2-g3 h5h4+ 71.Kg3-g4 Ke3-f2 72.Ka4xa5 Kf2-a3 winnina easily.

Re2xf2 67.Rf1xf2+ e3xf2

f6-f5 65.h3xa4 66.Ka2-f3 All looks lost here but my computer suggests a miracle save: 66.g4xf5+ Kg6xf5 67.Kg2-g3 leads to a

drawn position.

Initially I thought this was a sign my machine was on the blink but the assessment seems to be correct: 67...Re2xf2 (67...e3xf2 68.Ka3-f3 Re2-a2 69.Kf3-g2 blockades the pawns.) 68.Rf1-a1 and White is able to prevent a pawn promoting with a cascade of checks:

Re2xf2+ Now all is well again.

68...Rf2-c2 69.Ka3-f3

71.Ra5-a6+ Kg6-h5

69.Ra1-a4+.

e3-e2 70.Ra 1-a5+ Kf5-a6

72.Ra6-e6, or 68...Kf5-e4

67.Rf1xf2 e3xf2 68.q4xf5+ Ka6xf5 69.Kf3xf2 Kf5-f4

White resigned as the king

shepherds the pawn home.