

A tempo won

JUST ONE tempo is often all that is needed to decide the result of a game.

In the position below, from the women's interzonal tournament in Rio, Valentina Kozlovskaya in her calculations missed a way to gain a vital tempo, and agreed a draw with Elizaveta Polihroniade.



It is Black to move. Kozlovskaya must have analysed this line:

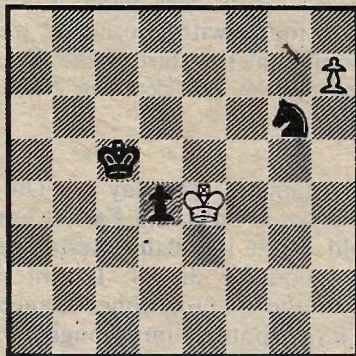
1. . . . **Kxa5**

If 1...N×h5 2.a6 K×a6 3.Kd3 gobbles Black's last pawn and draws.

- 2. **h6** **Kb4**
- 3. **h7** **Ng6**
- 4. **Kd3** **Kc5**
- 5. **Ke4** **Kc4**
- 6. **Kf5** **Nh8**
- 7. **Kf6** **d3**
- 8. **Kg7** **d2**
- 9. **K×h8** **d1=Q**
- 10. **Kg7**

This position is a book draw, for example 10...Qg4 ch 11.Kf7 Qf5 ch 12.Kg7 Qg5 ch 13.Kf7 Qh6 14.Kg8 Qg6 ch 15.Kh8! and Black cannot bring her king over because White will be stalemated.

But there is an improvement for Black! The culprit is 5...Kc4?



Instead from this position Black can eke out a win with:

5. . . . **Nh8!**

Instead 6.Kd3 Kd5 is hopeless for White.

- 6. . . . **d3**
- 7. **Kf6** **d2**
- 8. **Kg7** **d1=Q**
- 9. **K×h8** **Kd8!**

The necessary king move. Now Black's king is close enough for a neat checkmate.

- 10. **Kg7** **Qg4 ch**
- 11. **Kf7** **Qf5 ch**
- 12. **Kg7** **Qg5 ch**
- 13. **Kf7** **Qe7 ch**

The same result could be obtained by 13...Qh6 14.Kg8 Qg6 ch 15.Kh8! Qf6 ch 16.Kg8 Ke7!

- 14. **Kg8** **Ke8!**
- 15. **h8=Q** **Qf7 mate**

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