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It's hard to be stalemated in the case of two free bishops. White must remove bPb5 to realize main plan - to lock up wBh3 (wBa4, wPb5) and to pin wBh4 (wKh5, Bh4 - bQh2):
1.Bf2 2.Bc5 3.Bd6 4.Kc6 5.Kd7 6.Be7 7.Ke8 8.Kf7 9.Bf6 10.Kg6 11.Kh5 12.Be7 13.Bc5 14.Bf2 15.Bh4 16.Bg2 17.Bc6 18.Ba4 19.b5==

Some foreplans are needed to do this:

- to set basic position as follows (for the first time)
1.Bf2 2.Bc5 3.Bd6 4.Kc6 5.Kd7 6.Be7 7.Ke8 8.Kf7 9.Bf6 10.Kg6 11.Kh5 12.Be7 13.Bc5 14.Bf2 15.Bh4
- to capture bSa3
16.Bg2 17.Bc6 18.Be8 19.Bg6 Now white wants to play $20 . \mathrm{Kg} 4$ !, and black has only got f 7 -f5 as last move (the king didn't move into check, because the pawn is paralysed due to the Madrasi condition!) 21.Kf3 22.Bh5 23.Bg4 24.Bh3 25.Bg2 26.Kf2 27.Ke1 28.Kd1 29.Kc1 30.Kb2 31.Kxa3
- to set basic position (for the second time)
32.Kb2 33.Kc1 34.Kd1 35.Ke1 36.Kf2 37.Kf3 38.Bh3 39.Bg4 40.Bh5 41.Bg6 42.Kg4! 43.Kh5 44.Be8 45.Bc6 46.Bg2 47.Bh3
- to capture bPb5
48.Bf2 49.Bc5 50.Be7 51.Bf6 52.Kg6 53.Kf7 54.Be7 55.Ke8 56.Kd7 57.Bd6 58.Kc6 59.Kxb5
- to set basic position (for the third time)

60. Kc6 61.Kd7 62.Be7 63.Ke8 64.Kf7 65.Bf6 66.Kg6 67.Kh5 68.Be7 69.Bc5 70.Bf2 71.Bh4

And finally the main plan can be realized: 72.Bg2 73.Bc6 74.Ba4 75.b5==

Final position


