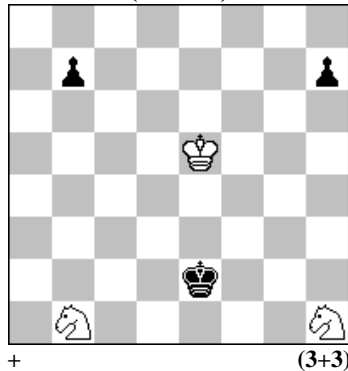


3328. Andrzej BABIARZ  
(Polska)



The position is geometrically symmetrical. However, it is not symmetrical due to the Troitsky line. White must stop the black b-pawn no further than the "b6" square or the h-pawn no further than the "h4" square (except in the position with the black king locked in a corner "cage").

**1.Ke4!** (White cannot let the black king out the "f3" square, which could result in the capture of the knight and the advance of the pawns. It is not enough 1.Kf4? h5! 2.Sc3+ Kd3! 3.Sb5 h4 4.Sf2 Kc4! 5.Sd6+ Kc5 6.Sf5 h3! =)

**1...h5! 2.Sc3+ Kf1** (2..., Kd2 3.Sb5! h4 4.Sf2! h3 5.S:h3 + - stopped b-pawn)

**3.Kf3!** (3.Sg3+? Kg2 4.S:h5 b5! =)

**3...b5** (3...h4 4.Sb5! h3 5.Sg3+! [5.Kg3? Ke2! 6.K:h3 Kd3! 7.Sf2+ Kc4! =] 5...Ke1 [5..., Kg1 6.Sd4 h2 7.Se2 #] 6.Se4 h2 7.Sg3 Kd2 8.Kg2! +-)

**4.Sf2!** (It would be a mistake to capture the b-pawn immediately 4.S:b5 h4! 5.Sf2 h3! =)

**4...h4** (4...b4 5.Sce4! Ke1 6.Sd3+ Kd1 7.S:b4 h4 8.Sf2+! Kd2 9.Sh3 +-)

**5.Sh3 b4 6.Se4!, Ke1** (6...b3 7.Sd2+! Ke1 8.S:b3 +-)

**7.Ke3 b3** (7...Kd1 8.Kd3! +-)

**8.Kd3!** (8.Sd2? b2! =)

**8...b2 9.Kc2! b1H 10.K:b1** win (Troitsky).

A special case of asymmetry of the solution using the Troitsky line.