

# MACIEJA VERSUS HARDAWAY

WEDNESDAY WORKOUT ■ APRIL 26, 2023

BY JOHN HARTMANN

PUZZLE 1.



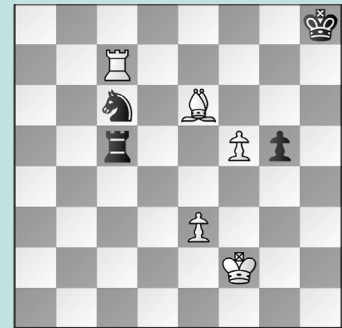
WHITE TO MOVE

PUZZLE 2.



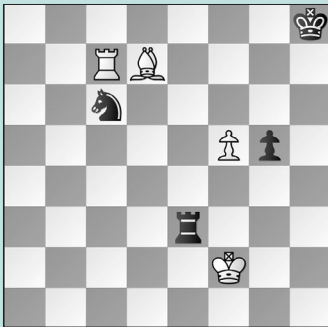
BLACK TO MOVE

PUZZLE 3.



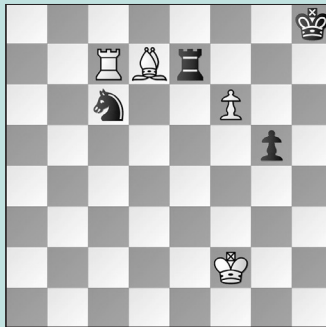
BLACK TO MOVE

PUZZLE 4.



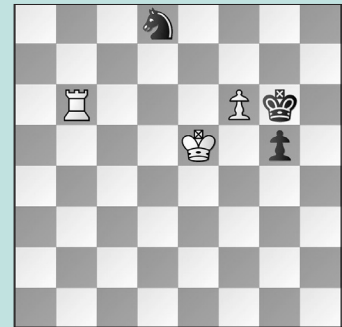
BLACK TO MOVE

PUZZLE 5.



BLACK TO MOVE

PUZZLE 6.



BLACK TO MOVE

## SOLUTIONS

**PUZZLE 1.** 27. **Nxb6!** Here 27. **bxc6** is also good, i.e., 27. ... **Rxa4** 28. **cxb7** **Qxb7** 29. **Qc6!**, but the text is stronger. 27. ... **Qxb6** 28. **bxc6** **Qc7** 29. **cxb7** **Rxb7** 30. **Qxc7!** 30. **Rxb7** **Qxb7** gives more hope with the queens still on the board. 30. ... **Rxc7** 31. **Rxc7** **Bxc7** White has won a pawn, and gotten a better position to boot. **PUZZLE 2.** 33. ... **g5!** is an active try for counterplay. 33. ... **Ne8!** 34. **Nc6** **Rb2+** 35. **Kf3** was played in the game, and Black's passive pieces doom him to a serious disadvantage. 34. **Ra7** Alternatives include: (a) 34. **fxg5?** **hxg5** and now White's only chance to keep an edge is 35. **Bf5!**, preventing ... **Nf6-d7**, which would win a pawn on e5. (b) 34. **Ra6** **Rb6!** as Black

welcomes the trade of rooks; (c) 34. **Kf3** is perhaps strongest. 34. ... **Rb2+**! 35. **Kf3** **Bb8** 36. **Ra8** 36. **Rxf7?** shows Black's idea: 36. ... **Bxe5** 37. **Bg6** **g4+** 38. **Kg3** **Ne4+**. 36. ... **Kg7** 37. **Bf5** and Black is still in the game. **PUZZLE 3.** 71. ... **Ne5!** The only move that lets Black defend. 71. ... **Rc2+** was played in the game. 72. **Rxc5** Else the rook becomes too active. 72. ... **Nd3+** 73. **Kg3** **Nxc5** and the position is a draw. If 74. **Kg4** **Ne4** 75. **Bc8** or 75. **Bd5** **Nf6+** 76. **Kxg5** **Nxd5** 75. ... **Kg7** etc. **PUZZLE 4.** 76. ... **Ne7!** Once again the knight proves hard to tame. 76. ... **Re7?** was played in the game, when the simple 77. **Rc8+** **Kg7** 78. **Bxc6** should have won. The hard part is seeing 77. **f6** 77. **Kxe3** **Nd5+** 78. **Ke4** **Nxc7** is a fairly easy draw. 77. ... **Re4!** 78. **fxe7** **Rxe7**

when the pawn is enough to ensure the draw. **PUZZLE 5.** Here Hardaway found the correct 77. ... **Rxd7!** 78. **Rxd7** **Ne5** 79. **Rd6** or 79. **Rg7** **Ng4+** 80. **Kf3** **Nxf6** 81. **Rxg5** with equality 79. ... **Kh7** 80. **Re6** **Nf7** 81. **Ke3** **Kg6** 82. **Ke4** and Black, at this point, was holding. **PUZZLE 6.** Only one move draws. The key idea is counterplay; if Black does nothing, he will be overwhelmed. 85. ... **g4!** In the game Black played 85. ... **Nf7+?** 86. **Ke6** **Nd8+** 87. **Ke7** **Nf7** 88. **Rb8**, allowing the king to penetrate. 86. **Kf4** Note the knight jumps: 86. **Rb4?** **Nc6+**; 86. **Rb3** **Nc6** 87. **Kd5** **Kxf6!** 88. **Kxc6** **Ke5** and the white king is shouldered off. This is a draw. 86. ... **g3!** 87. **Kxg3** **Kg5** and now the king is too far away, while the rook can't advance the pawn by itself.