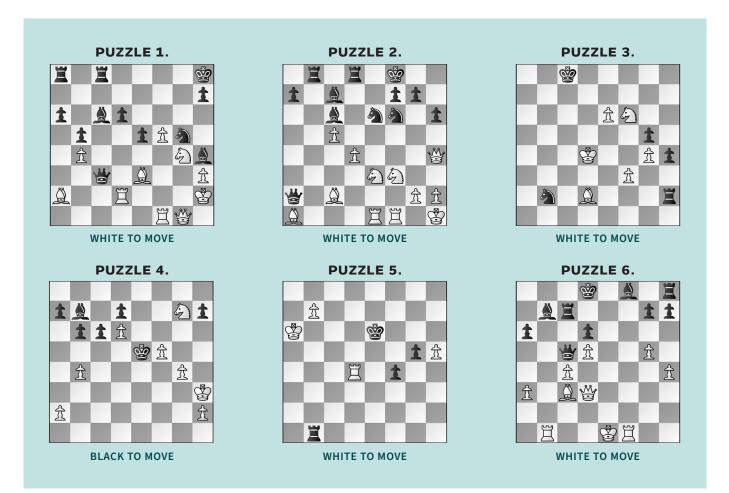
EURO TEAMS, PART 1

WEDNESDAY WORKOUT NOVEMBER 29, 2023

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SOLUTIONS

PUZZLE 1. Down two pawns, White can turn the tables with 35. Nh6! and now the g5-knight cannot be defended! (*35. Rxd6?* should have lost to *35. ... Nf3*+ in Andersen – Pancevski, Euro Teams, 2023.) Now if 35. ... Nf3+? 36.
Rxf3 Bxf3 37. Nf7 mate. PUZZLE 2. 40. Ne5 Bxe5 41. dxe5 Nd5 was equal in Grandelius-Pasko, Euro Teams, 2023, but 40. d5! liberates the a1-bishop to wreak havok, i.e., 40. ... Bxd5 Or (a) 40. ... Nxd5 41. Bxg7+ Nxg7 42. Qxh6 with Qh6-h8+ to follow, and (b) 40. ... Rxd5 41. Bxf6. 41.
Bxf6! gxf6 42. Qxf6 and now Ne3-f5 is lights out! PUZZLE 3. Pawns aren't important; promoting is. Therefore: 57.
Be3! Not 57. Bxg5? Re2! 58. Bxh4 Rxe6 as seen in Stal-



mach – Lodici, Euro Teams, 2023. **57. ... Kd8 58. Bxg5 Re2 59. Ne4+** and wins. **PUZZLE 4**. Here **38. ... c5!** gets the c-pawn rolling, and also allows the bishop to defend the f7-square: **39. bxc5 bxc5 40. Kg3** Not 40. Kh4? c4. **40. ... c4 41. Kf2 Kxd6 42. f6 Bd5!** and Black has real chances to win. In Roos – Kurmann (Euro Teams, 2023), Black lost after 38. ... Kxd6? 39. f6! c5 40. bxc5+ bxc5 41. Nf5+! (41. *f7? Ke7 42. Nf5+ Kf8!*) 41. ... Ke6 42. f7! Kxf7 43. Nd6+ Kg6 44. Nxb7. **PUZZLE 5**. The game continuation in Gledura – Rodshtein (Euro Teams, 2023) 56. Rd8? lets Black draw as 58. ... Ra1+! takes advantage of the rook being unable to block checks. Instead White wins with **56. Rd3!** with the idea of blocking checks on the third and allowing the

king to get to a8 or c8, while also stopping ... f4-f3. After **56.** ... **Ra1+** 56. ... g4 is too slow, allowing 57. h6 f3 58. h7 and wins. **57. Kb6 Rb1+ 58. Ka7 Ra1+ 59. Kb8 Rh1 60. Rc3 f3** If 60. ... Rxh5 61. Ka8. **61. Kc7** It's game over. **PUZZLE 6.** This one is *hard*. In Sipila – Krivokapic (Euro Teams, 2023) White played 27. Rb4?, which is the right idea but allows 27. ... Bxd5! 28. Qxd5 Qxd5 29. cxd5 Rxc3 and Black is up a piece but White has full compensation. Instead the prophlyactic **27. Kd2!** defends the c3-bishop, stopping any ... Bb7xd5 ideas, and retains the threat to the b7-bishop. Black lacks good moves! **27. ... Be7** Or 27. ... Qxc4 28. Qxc4 Rxc4 29. Rxb7. **28. Rb4! Rd7 29. Bd4** hits the queen. After **29. ... Qc8 30. Bb6+** White is crushing.