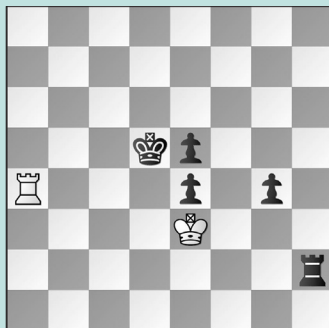


# NERVES OF (TATA) STEEL

WEDNESDAY WORKOUT ■ FEBRUARY 14, 2024

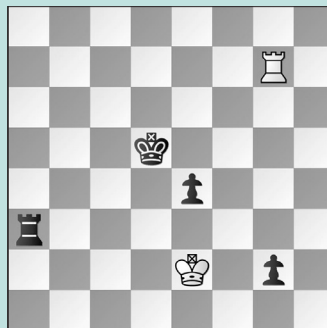
BY JJ LANG

PUZZLE 1.



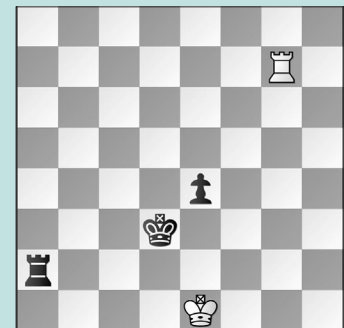
WHITE TO MOVE

PUZZLE 2.



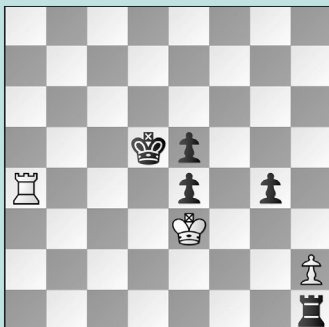
WHITE TO MOVE

PUZZLE 3.



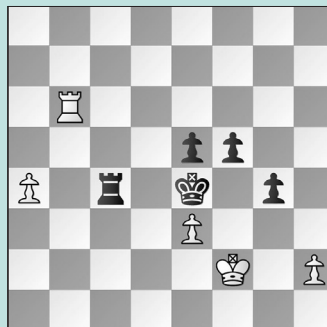
WHITE TO MOVE

PUZZLE 4.



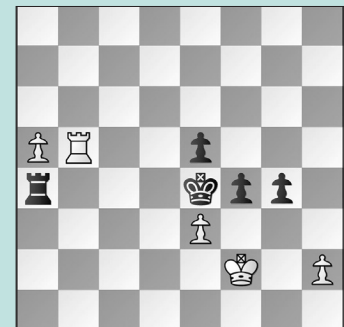
BLACK TO MOVE

PUZZLE 5.



WHITE TO MOVE

PUZZLE 6.



WHITE TO MOVE

## SOLUTIONS

**PUZZLE 1.** The game looked like it would end in a draw when White tricked Black into this position, unearthing: **53. Ra5+ Ke6 54. Rxe5+!** Taking is stalemate, but White \*should\* hold after other moves. **54. ... Kf6 55. Ra5** with equality. (All positions taken from Warmerdam – Ding, Wijk aan Zee, 2024) **PUZZLE 2.** The only draw was: **62. Kf2!** In the game, **62. Rd7+??** lost, as after **62. ... Ke5 63. Rg7 Kf4 64. Kf2 g1=Q+**, White can resign. **62. ... Ra2+** No better is **62. ... e3+ 63. Kxg2 Ke4 64. Kf1** (or **64. Re7+ Kd3 65. Kf3! Kd2 66. Re8!** with an instructive draw) and White holds. (analysis) **PUZZLE 3.** In the game, White played 61. Ke2 and failed to find 62. Kf2! in **Puzzle 2**, but he could have also

drawn with 61. Kf2 immediately, due to the instructive: **65. Re7! Ke3 66. Kf1 Ra1+ 67. Kg2 Kd3 68. Kf2!** with a draw. (analysis) **PUZZLE 4.** Black wins with **52. ... Re1+!** Not Ding's **52. ... Rxe2??**, see **Puzzle 1. 53. Kd2** Similar is 53. Kf2 Rb1 54. Ra8 Rb2+ 55. Ke3 Rb3+ 56. Ke2 Rh3 with the same result. **53. ... Rb1** Not 53. ... Rg1? 54. Ra8 Rg2+ 55. Ke3 and the point is that there is no check on the third rank, and the h2-pawn is still poisoned, but there is no other way to try to make progress: 55. ... Rxe2 56. Ra5+! with equality. **54. Ra8 Rb2+ 55. Ke3 Rb3+! 56. Ke2** The point was to force White's king to the second rank, preparing to capture the h2-pawn with check, thereby avoiding the stalemate tricks! **56. ... Rh3! 57. Ra5+ Ke6** winning.

(analysis) **PUZZLE 5.** White entered a losing endgame after missing **45. a5!** Instead, his **45. Rb2?? Rxa4 46. Ke2 Rc4 47. Ra2 Rb4 48. Rc2 Rb1** was hopeless. **45. ... Rc2+ Or 45. ... Ra4 46. Rb5!** (not **46. a6?? Ra2+ 47. Kg3 Kxe3**, with the f-pawn coming down quick) with active defense, and **46. ... Ra2+** (for **46. ... f4**, see **Puzzle 6**) **47. Kg3 Ra3 48. Kf2** holds. **46. Kg3! Kxe3 47. Rb3+ Kd4 48. Ra3 Rc7 49. a6 Ra7 50. Ra2 Ke3 Or 50. ... Kc3 51. Ra5!** holds. **51. Ra3+** and Black is stuck. (analysis) **PUZZLE 6.** Now, **47. exf4 exf4 48. a6!** holds, since there is nothing better than **48. ... Rxa6**, but **49. Rb4+ Kf5** and White keeps checking distance. After **49. ... Ke5 50. Rb5+ Kd6** (or **50. ... Kd4 51. Rb4+** holds) **51. Rg5** with enough counterplay. (analysis)