

# GEORGE KRAMER (1929-2024)

## WEDNESDAY WORKOUT ■ FEBRUARY 28, 2024

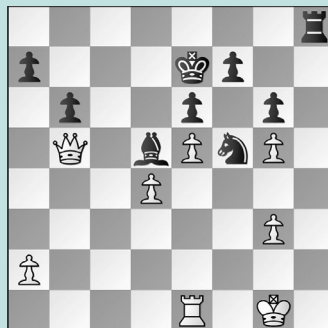
BY JJ LANG

### PUZZLE 1.



BLACK TO MOVE

### PUZZLE 2.



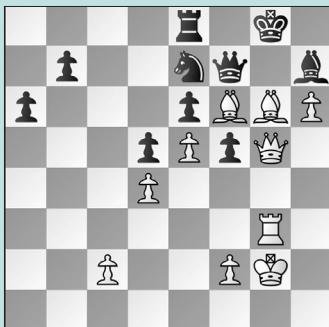
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### PUZZLE 3.



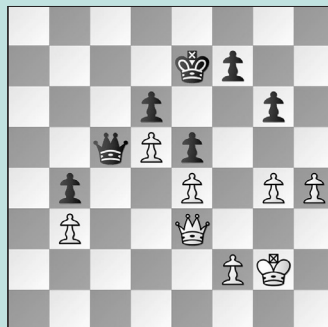
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### PUZZLE 4.



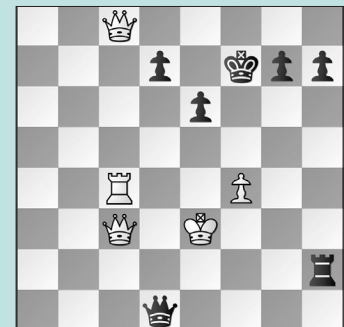
BLACK TO MOVE

### PUZZLE 5.



WHITE TO MOVE

### PUZZLE 6.



WHITE TO MOVE

## SOLUTIONS

**PUZZLE 1.** White resigned before Black could unleash **22. ... Rd1+!** **23. Bxd1 Bd3+ 24. Be2 Bxe2** mate. (Finkelstein – Kramer, Pittsburgh, 1946) **PUZZLE 2.** **37. ... Rh1+!** A nice reshuffling to start a mate-in-four. **38. Kf2 Rh2+** and White resigned rather than face **39. Kf1 Nxc3+ 40. Kg1 Rg2** mate. (Platz – Kramer, South Fallsburg, 1948) **PUZZLE 3.** **25. ... Nd4! 26. Bxd4 Qxd5** with the point that Black will regain the pinned bishop after a trade or, as in the game: **27. Qg3 cxd4** and Black went on to win. (Kashdan – Kramer, Baltimore, 1948) **PUZZLE 4.** **40. ... Nxc6!** Not **40. ... Bxc6??** when White won with **41. h7+ Qxh7** (or **41. ... Kxh7 42. Rh3+** winning) **42. Rh3!**

and Black resigned shortly. (Trkulja – Kramer, Vienna, 1995, analysis) **PUZZLE 5.** **48. Qxc5!** Instead, White played **48. h5??** and won after **48. ... gxh5??** but Black missed a draw with **48. ... Qxe3!** **49. fxe3 gxh5!** **50. gxh5 Kf6 51. Kf3 Kg5 52. Ke2 Kxh5 53. Kd3 Kg4 54. Kc4 Kf3** and both sides are stuck. In the game, after **49. gxh5?? Qc8??** (again, **49. ... Qxe3** held) **50. Qg3 Qf8 51. Qg5+**, Black resigned. **48. ... dxc5** What did Kramer miss? Most likely, that **49. Kf3!** or, equivalently, **49. Kf1!** puts Black in a total bind, as after **49. ... c4 50. Ke2**, Black is torn between passed d- and h-pawns. Instead, it would be easy to only calculate **49. h5!** when now **49. ... gxh5!** **50. gxh5 c4 51. h6 cxb3 52. h7 b2 53. h8=Q b1=Q 54. Qxe5+ Kd7** is

murky at best. (Kramer – Kiraly, St Veit, 1995, analysis) **PUZZLE 6.** Two moves prior, Black forced a draw. Had he pushed, allowing Kramer to queen, we reach this labyrinth: **35. Qc5!!** The only non-losing move, allowing the king to walk into a discovered check. **35. ... Re2+ 36. Kf3 Rd2+** or **36. ... Qf1+ 37. Kg4** with the point that, had the second queen not covered the g1-square, ... **Qg1+** would have forced mate. But with the queen here, **37. ... Rg2+ 38. Qg3!** holds. **37. Kg3! Qe1+ 38. Kh3 Qh1+ 39. Kg4! Rg2+ 40. Kf3! Qf1+ 41. Ke4! Re2+ 42. Q5e3!** The key defense. Not **42. Q3e3?? d5+ 43. Ke5 Rxe3+ 44. Qxe3 dxc4** and Black wins. **42. ... d5+ 43. Kd4** when the engine swears the game is a draw. (Kramer – Gregorz, Alexandria, 1996, analysis)