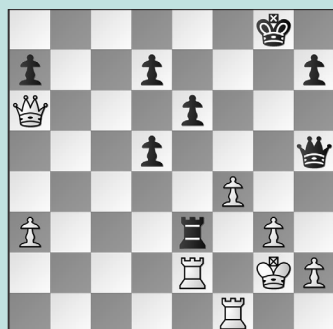


# STORM OF THE SUPERNATIONALS

## WEDNESDAY WORKOUT ■ MAY 21, 2025

BY WGM SABINA FOISOR

PUZZLE 1.



BLACK TO MOVE

PUZZLE 2.



BLACK TO MOVE

PUZZLE 3.



BLACK TO MOVE

PUZZLE 4.



BLACK TO MOVE

PUZZLE 5.



BLACK TO MOVE

PUZZLE 6.



WHITE TO MOVE

### SOLUTIONS

All positions from the most tactically entertaining game of **SUPERNATIONALS VIII**: Aiden Reiss – IM-Elect Tani Adewumi, a hard-earned **draw** annotated on *Chess Life Online*.

**PUZZLE 1. 28. ... Qxe2+!** The right recapture. It's tempting to keep queens on, but 28. ... Rxe2+? 29. Rf2 Rxf2+ 30. Kxf2 Qxh2+ 31. Kf3 leaves Black's king too exposed! **29. Qxe2 Rxe2+** Without queens, the central passers win. (Analysis) **PUZZLE 2. 22. ... d4+ 23. Ke4** If 23. Kf2 Qxd3 wins a full queen. **23. ... Qc6+ 24. Kxd4** If 24. Ke5, then 24. ... Qc5+! is the fastest mate, covering the e7-square for 25. Kf6 Rf8 mate **24. ... Rxe2!!** Such cute geometry! (Analysis) **PUZZLE 3. 28. ... Qc2!!** The right way to get

the queen to the g6-square. Instead, after **28. ... Qb6?** **29. f5**, Black's queen cannot reach the h6-square. Play continued **29. ... Qd8?** but better was 29. ... Rf6! 30. Raf1 Rc4 with a huge advantage. Sample line: 31. Qxd5+ Rf7 32. Qa8+ (not 32. Qxc4?? Qh6 mate) 32. ... Rf8 33. Qd5+ Kh8 34. f6 Rc5 and White can resign. **30. Bf3 Rh6+** Here, things leveled out. **29. f5** This is not as effective now, as after 29. Qf5 Rh6+ 30. Kg5 we have an idea explored below. **29. ... Rh6+ 30. Kg5 Qd2+ 31. Qf4** Turn to the next puzzle! (Analysis) **PUZZLE 4. 31. ... Rh5+!!** The rook clears the h6-square, forcing mate! **32. Bxh5 h6+ 33. Kg6** Or 33. Kg4 Qg2+ 34. Qg3 Rc4 mate. **33. ... Rc6+ 34. f6 Qc2+ 35. Qf5 Rxf6** mate. (Analysis) **PUZZLE 5. 26. ... Rh6**

The right way to set the mating net. **27. Rad1** The idea is to anticipate checks along the fourth rank. **27. ... Qh4+ 28. Kf4 Rhc6!** A nice regrouping. **29. Qxd5+** The proactive 29. Rd4 is no better, as 29. ... Rc3 keeps the king-hunt alive. **29. ... Kh8** Black prepares ... h7-h5, and White has no antidote. (Analysis) **PUZZLE 6.** Now it's White's turn to play for a win! **43. Ke1!** Black needs to prepare ... d4-d3 to make progress, else the a7-pawn falls. Instead, **43. Kf3? Rb3+** allowed **44. Kf4 d3 45. Bf3** and a draw. **43. ... Rb3 44. Kd2! Rb2+ 45. Kd1 g5** After 45. ... Rb3, 46. Kc2 Rc3+ 47. Kd2 was no better. **46. fxg6 hxg6 47. Rxa7** White wins the a7-pawn before Black could save the d-pawn, and now the passed b-pawn should give White a win. (Analysis)