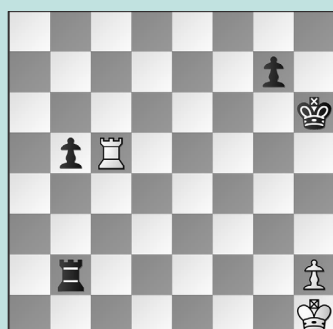


SUPERNATIONALS VIII, PART 3

WEDNESDAY WORKOUT ■ MAY 28, 2025

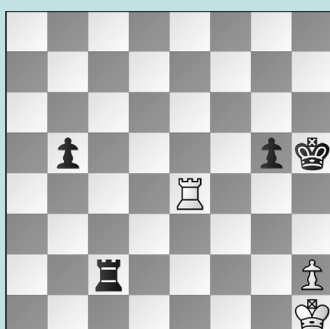
BY JJ LANG

PUZZLE 1.



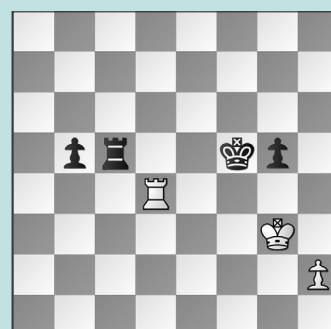
BLACK TO MOVE

PUZZLE 2.



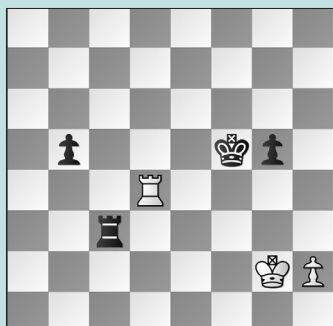
WHITE TO MOVE

PUZZLE 3.



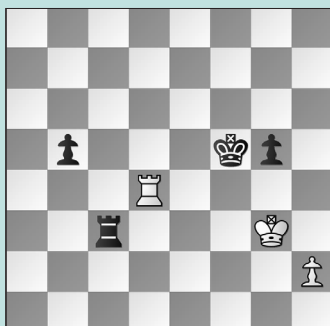
BLACK TO MOVE

PUZZLE 4.



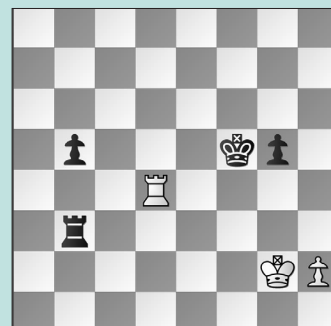
BLACK TO MOVE

PUZZLE 5.



WHITE TO MOVE

PUZZLE 6.



WHITE TO MOVE

SOLUTIONS

PUZZLE 1. 40. ... g5! Black must activate the king. If 40. ... b4?, 41. h4! Kh7 42. h5 keeps Black's king shut out. (All positions from Singh – LeBakken, Orlando, 2025) **PUZZLE 2.** 43. Rb4 This is enough to hold! 43. ... Rc5 44. Kg2 Kg6 45. Kg3 Kf5 46. h4! Instructive. White instead played 46. Rd4?? reaching the next position. Note: 46. Kf3 also holds. 46. ... Rc3+ What else? But White draws after 47. Kg2 Rc5 48. hxg5 Kxg5 49. Kf3 and the king moves towards the b-pawn. **PUZZLE 3.** 46. ... Ke5! With tempo, Black's king moves towards the b-pawn's defense. Black erred with 46. ... Rc3+? when White's reply is the subject of the next two puzzles. 47. Rb4 Kd5 Or 47. ... Kd6

is equivalent. 48. h4 Passive play is no better, but — contrasted with the previous position — now Black wins after: 48. ... Rc3+ 49. Kg2 Kc5 Black's king escorts the b-pawn. **PUZZLE 4.** 47. ... Ke6 While including 47. ... Rc2+! fine, note that 48. Kf1 Ke6! must be played, as 48. ... Rxh2?? 49. Rd5+ drops the b-pawn. Black's 47. ... Rb3? allowed White one last save, covered in the final exercise. 48. h4 Or 48. Rg4 Rc5! wins, as 49. Kf3 Kd6 reaches the key c5-square. 48. ... Rc4! 49. Rd8 If 49. Rxc4 bxc4 and 50. hxg5 (or 50. Kf3 gxh4 sees the king "pantse" in Dvoretsky's parlance) 50. ... c3, Black wins. 49. ... gxh4 Black wins. **PUZZLE 5.** 47. Kf2! Ke6 Let's see why this is an improvement over the previous position. 48. h4! Black has no tactical resour-

ces anymore. 48. ... gxh4 Now, 48. ... Rc4 49. Rxc4 bxc4 50. hxg5 draws! 49. Rb4! A critical *intermezzo*. If 49. Rxh4??, 49. ... Kd5 again sees Black's king cover the pawn's path. 49. ... Rc5 Or 49. ... h3 50. Rxb5 h2 51. Rh5 holds. 50. Rxh4 Only now. **PUZZLE 6.** 48. h3!! Keeping Black's king from crossing over while also preventing ... g5–g4 ideas. After 48. Rd8?? b4 49. Rb8 Kf4 50. Rb5 Rb2+, Black won. If 48. Kf2? b4! 49. Rc4 g4! wins, as Black prepares ... Rb3–b2+ when White cannot play Kf2–f3. 48. ... b4 What else? 49. Rc4 Ke5 If 49. ... Rb2+, 50. Kf3! is imperative, taking opposition so that 50. ... Rb1 51. Rc5+ repositions the rook behind Black's b-pawn. 50. Rg4 Kd5. 51. Rxb5+ Kc4 52. Rg4+ Kc3 53. Rg3+ The pawns promote simultaneously.