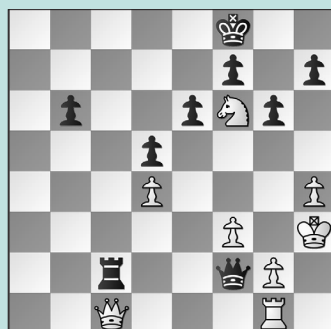


WHAT HAPPENS IN VEGAS...

WEDNESDAY WORKOUT ■ JUNE 12, 2024

BY JJ LANG

PUZZLE 1.



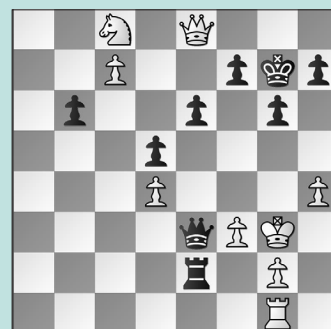
WHITE TO MOVE

PUZZLE 2.



BLACK TO MOVE

PUZZLE 3.



WHITE TO MOVE

PUZZLE 4.



BLACK TO MOVE

PUZZLE 5.



BLACK TO MOVE

PUZZLE 6.



WHITE TO MOVE

SOLUTIONS

PUZZLE 1. 47. **Qa3+** White sets up a mating net. 47. ... **Kg7** 48. **Nd7 Rc8** 49. **Rc1** Black is forced into a passive position down a piece. (All positions from: Lang – Wang, Las Vegas, 2024) **PUZZLE 2.** 41. ... **Rxc7** immediately was necessary. Black keeps the b-pawn and can go after the d-pawn. Instead, with 41. ... **Qf2+??**, Black was lost after 42. **Kh3 Rxc7** 43. **Nd6? Rc2** 44. **Ne8+ Kf8** 45. **Nf6 Rb2??** (see Puzzle 1). 42. **Nd6 Rc6** 43. **Ne8+ Kf8** 44. **Nf6 Kg7** 45. **Ng4 Qxd4** with three pawns for the piece. (analysis) **PUZZLE 3.** 40. **Qb5!** The only move that keeps an advantage. White gets nothing out of 40. **Nd6 Qxg1** 41. **Qxf7+ Kh6** 42. **Qf4+ Kg7** 43. **Ne8+ Kg8** when there is

nothing more than a perpetual: 44. **Nf6+ Kg7** 45. **Nh5+ gxh5** 46. **Qg5+ Kf7** and Black's king can never be forced to the eighth rank; Alternatively, 40. **Rf1** is likewise too slow after 40. ... **Qd2**, renewing the threat on the g2-square. 40. ... **Rc2** 41. **Qb1** reaching the position in Puzzle 2. **PUZZLE 4.** 38. ... **g5!** Instead, 38. ... **g6?! 39. Qxe8+ Kg7** led to Puzzle 3. 39. **Qxg5+** Now 39. **Qxe8+?? Kg7** 40. **Qb5??** no longer works: 40. ... **Qf2+** 41. **Kh3 Qxh4** mate. 39. ... **Qxg5+** 40. **hxg5 Nxc7** 41. **Nxb6** is equal. (analysis) **PUZZLE 5.** 35. ... **Qf2+** 36. **Kf4** If 36. **Kh2 f6!** likewise wins. 36. ... **f6!** was the most direct win. In the game, 36. ... **Re2??** let White back in: 37. **Nxc8 Qxe3+** 38. **Kg3** reaching Puzzle 4. 37. **g3 e5+!** Winning, with

... **h7-h5+** and ... **Qf2xf3+** to follow. (analysis) **PUZZLE 6.** 27. **Qb4!** was the best move, keeping the d6-square free for the knight. Instead, 27. **Qd6??** lost the advantage. After 27. ... **a3 28. Qc6+ Kf8 29. Qd6+??** (note that 29. **Rb3!** held on: 29. ... **a2 30. Ra1 Qa8 31. Qxb6 Qa6 32. Qc5+ Kg8 33. Rb2 Ne8 34. Kf2 h5** and the game goes on) 29. ... **Kg8 30. Qd8+ Ne8 31. Kf2 a2! 32. Nd6 axb1=Q 33. Rxb1 Ra2+** 34. **Kg3 Qe2 35. Rg1** we reach Puzzle 5. 27. ... **a3** If 27. ... **Kd7 28. Qd6+ Ke8 29. Kf2 a3**, Black's pawn is too slow: 30. **Qc6+ Kf8** (or 30. ... **Ke7 31. Nd6** also wins, as the rook falls on c8 with check) 31. **Nd6 a2 32. Nxc8** wins. 28. **Kf2 a2 29. Nd6+ Kd7 30. Nxc8** and White will deliver mate despite Black's impending ... **a2xb1=Q**. (analysis)