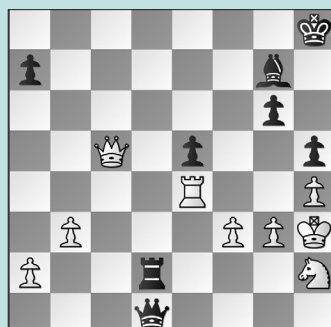


PAN-AMERICAN YOUTH GAMES

WEDNESDAY WORKOUT ■ JULY 31, 2024

BY JJ LANG

PUZZLE 1.



WHITE TO MOVE

PUZZLE 2.



BLACK TO MOVE

PUZZLE 3.



BLACK TO MOVE

PUZZLE 4.



WHITE TO MOVE

PUZZLE 5.



BLACK TO MOVE

PUZZLE 6.



BLACK TO MOVE

SOLUTIONS

PUZZLE 1. 33. Rxe5! White is worse after any other move. The players agreed to a draw. If Black captures, White forces a perpetual. If not, White still forces a perpetual. **33. ... Qh1** Or **33. ... Bxe5** **34. Qxe5+ Kh7** **35. Qe7+** and there is no escape. **34. Rxh5+** Or **34. Qc8+** also draws after **34. ... Kh7** **35. Rxh5+ gxh5** **36. Qf5+** with repetition. **34. ... gxh5** **35. Qxh5+** Or **35. Qc8+** transposes to **34. Qc8+**. (Deng – Rao, Orlando, 2024) **PUZZLE 2. 31. ... Rxb4!** Deflection! **32. Qxb4 Qd3+ 33. Ke1 Bxf3** Most accurate. Black threatens the h1-rook and mate on e2. White can't stop both. (Shivakumar – Keleberda, Orlando, 2024) **PUZZLE 3. 26. ... Bxe8!** The right recapture. Instead,

26. ... Rxe8? 27. bxc4 allowed **27. ... bxc4 28. Bxc4 Nxc4 29. Qxd3** since the d-pawn is unprotected. **27. bxc4 Nxc3** and White cannot take the pawn on d3. Instead, after **28. Qe1 b4 29. Bb1** Both sides have chances. (Li – Joseph, Orlando, 2024, analysis) **PUZZLE 4. 16. Kh2!** The right square. Instead **16. Kh1?? Nxe4** The threat is the check on g3. **17. Bh4 Rxe5** Black has a crushing advantage. **16. ... Nh7** Black doesn't have anything better. **17. Qh5** and White is much better, since **17. ... Rxe5?? 18. Qxf7+** leads to mate. (Joseph – Yao, Orlando, 2024, analysis) **PUZZLE 5. 25. ... Nf4!** A real headache of a position. This was Black's miracle save. In fact, now White is the one who has to accurately find the only drawing variation, or

else they're the one losing! After **25. ... Qxf8?? 26. Qxf8+ Rxf8 27. Rd6** White was winning. **26. Rxf6+!** Anything else loses for White, e.g. **26. Rxe8?? Rxd1+ 27. Re1 Rxe1** mate is the point; Or **26. Rde1 Nxe6** is hopeless for White. (Lin – Zhong, Orlando, 2024, analysis) **PUZZLE 6. 36. ... Rxf1!** The only move that saves the game. Instead, Black erred with **36. ... Re2+ 37. Rxe2 Qxe2+ 38. Kg1 Qe3+ 39. Kh1 Bf2**. The checks ran out, and in the time it took Black to control the f3-square, White was able to liquidate: **40. Rxf2 Qxf2 41. Qxe8+** winning. But after the text, White has to force a draw with **37. Qg6+** Not **37. Kxf1?? Qe1+ 38. Kg2 Qxd2+ 39. Kh3 Re3** mate. **37. ... Kf8 38. Qxh6+ Ke7 39. Qh7+ Kf8** and a perpetual. (Liu – Tang, Orlando, 2024, analysis)