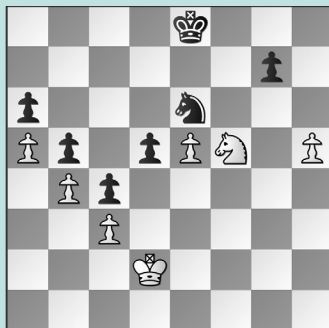


WORLD CADET CHAMPS, PT. 2

WEDNESDAY WORKOUT ■ DECEMBER 18, 2024

BY JJ LANG

PUZZLE 1.



WHITE TO MOVE

PUZZLE 2.



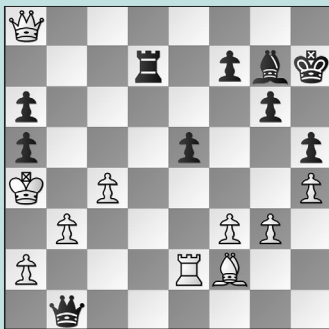
BLACK TO MOVE

PUZZLE 3.



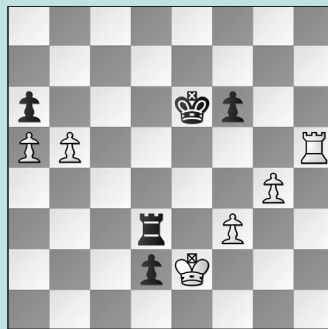
BLACK TO MOVE

PUZZLE 4.



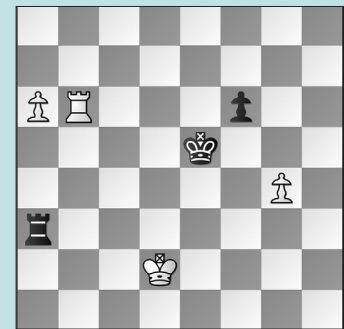
BLACK TO MOVE

PUZZLE 5.



WHITE TO MOVE

PUZZLE 6.



BLACK TO MOVE

SOLUTIONS

PUZZLE 1. 58. ... Nxc7+ White lures Black's knight to a weak square! **58. ... Nxc7 59. h6 Kf7 60. h7!** The only winning move, and an instructive idea to remember. (Chau – Xia, Italy, 2024) **PUZZLE 2. 23. ... Rxd1** Black's b8-rook is hanging, so it was tempting to look for an *intermezzo*. Instead, this wins by force. **24. Bxb8 Bd4!** There's the *intermezzo*! (Zhou – Ling, Italy, 2024) **PUZZLE 3. 18. ... bxc3** Black wants to break the pin on the queen in order to play ... d4xe3. But this gives the queen a better escape square. In the game, **18. ... Rfd8 19. cxd4 Nxd4 20. Ree1 Qa6** still put Black up a pawn. **19. bxc3 Qa3** The point! Now White can't save both hanging pieces.

(Zhou – Ling, Italy, 2024, analysis) **PUZZLE 4. 37. ... Qd1!** Loose pieces drop off! **38. Qe4** Leaving the second rank, e.g. with 38. Re1 Qd2 sees the bishop drop given the mate threats; Staying on the second rank with 38. Rb2 loses to 38. ... e4 with a discovered attack. **38. ... Rd2! 39. Rxd2 Qxd2** Again, saving the bishop gets mated. **40. a3** While 40. Bc5 stops mate, after 40. ... Qxa2+ 41. Ba3 Bf8 White can resign. **40. ... Qxf2** Black went on to win. (Dayal – Zhu, Italy, 2024) **PUZZLE 5. 49. Rh1** The game continued **49. Kd1? axb5 50. Rxb5 Rxf3 51. Kxd2 Rg3 52. Rb4 Ra3 53. Rb6+ Ke5 54. a6** when we reach the next puzzle. **49. ... Ra3** Black has to move the rook. Passive moves like 49. ... Rd6 allow 50. b6 followed by Rh1-d1. **50. b6 Rxa5 51. Rb1** White wins

the pawn endgame. (Mulay – Ivanovic, Italy, 2024, analysis) **PUZZLE 6. 54. ... Ra4!** Attacking the g4-pawn while staying behind the a6-pawn. No good is 54. ... Rg3?? 55. Rb5+ Kd6 56. Ra5 when the rook can't catch the a-pawn; Black also loses with 54. ... Ra5 55. Kc3 when going after the g-pawn is too slow, e.g. 55. ... Kf4 56. Rxf6+ Kxg4 57. Kb4 Ra1 (or 57. ... Re5 58. a7 Re8 59. Ka5 Ra8 60. Kb6 wins) but after 58. Kb5, White's rook can block future checks. **55. Kc3 Rxc4** Remarkably, Black was in time to grab the pawn! **56. Rb5+** If 56. Kb3 Rg8! 57. a7 Ra8 58. Rb7 f5 is fast enough to draw! Now, the game ended after: **56. ... Kd6 57. Kb3 Rg1 58. Kb4 Rb1+ 59. Ka5 Rxb5+ 60. Kxb5 Kc7** when a draw was agreed. (Mulay – Ivanovic, Italy, 2024)