

FIDE WORLD RAPID & BLITZ, PT. 11

WEDNESDAY WORKOUT ■ APRIL 02, 2025

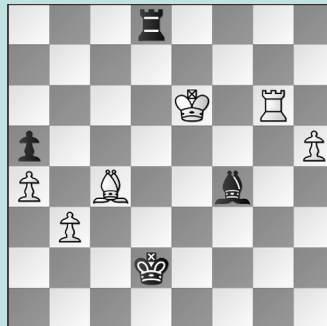
BY JJ LANG

PUZZLE 1.



BLACK TO MOVE

PUZZLE 2.



WHITE TO MOVE

PUZZLE 3.



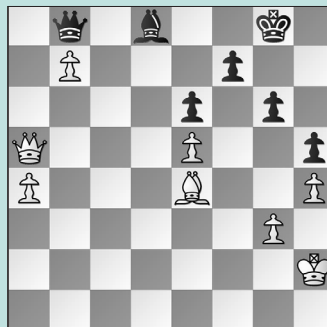
WHITE TO MOVE

PUZZLE 4.



BLACK TO MOVE

PUZZLE 5.



WHITE TO MOVE

PUZZLE 6.



WHITE TO MOVE

SOLUTIONS

PUZZLE 1. 59. ... Ra1+! 60. Ke2 Ra2 Or 60. ... Be5 also works: 61. Rf3 Ra2 62. Rd3 Bc3! is the point. 61. Ra4 Note: 61. Ke1 Be5 wins material. 61. ... Ba3! Black simplifies. 62. Rfd4 Rxd4 63. Rxd4 Bc1 64. Kd1 Rxd2+ 65. Rxd2 Bxd2 66. Kxd2 Kh7 and White resigned shortly. (Escobar – Lenderman, New York, 2024) **PUZZLE 2.** 97. Kf5 The principle of two weaknesses! White lost the h-pawn after 97. h6 Rh8 98. Kf5 Bxh6 but won later. 97. ... Be3 Black must cover the h6-square, wins by 98. Ra6 Rh8 99. Kg4 defending the h-pawn before nabbing the a-pawn. (Lenderman – Al-Tarboush, New York, 2024, analysis) **PUZZLE 3.** 25. Qf8+! White fell for Black's last trick with

25. Qxh4? allowing 25. ... Rg2+ 26. Kh1 Rxf2+ 27. Bf3 Bxf3+ 28. Kg1 Rg2+ 29. Kh1 Rf2+ with a perpetual. 25. ... Bg8 26. Bc4 Mate is unstoppable. (Bluebaum – Lenderman, New York, 2024) **PUZZLE 4.** 23. ... Bg2 Black played 23. ... Bd5 24. Ne8 Rg6 reaching the prior puzzle. 24. Bg4 Bxf1 25. Rxf1 fxe3 26. f4 e2 27. Bxe2 Rxf4 28. Qxh4 Rxh4 This would be better for Black, but White has: 29. Bxa6! Rd4 White's knight is short on squares, and Black has chances. (Bluebaum – Lenderman, New York, 2024, analysis) **PUZZLE 5.** 56. Qc5! The natural 56. Qa8 somehow allowed counterplay after 56. ... Bc7 57. a5 Bxe5 58. a6 Kg7! 59. a7 Bxg3+ 60. Kh3? Qf4 and Black soon won. 56. ... Bc7 57. a5 Bxe5

58. a6 Kg7 59. a7 Bxg3+ 60. Kg2 Qf4 61. b8=Q The first queen still covers the c5-square! (Lenderman – Sevian, New York, 2024, analysis) **PUZZLE 6.** 45. g4!! Lenderman writes this, "is the only winning move here, and I doubt that I'd find it even in classical, let alone with two minutes on the clock in a rapid game. with lots of tension" After 45. Qg5 Qa5!!, miraculously, Black equalizes: 46. Qxg6+ (or 46. Ng1 Qe1 47. Qc1 Qf2 holds) 46. ... Kh8 47. Qg3 (or 47. Bd2 Qxd2 48. Qxh5+ Kg7 49. Qxf7+ is only good for a perpetual) 47. ... Qc3! 48. Bd1 b4 with dynamic equality. 45. ... hxe4 46. Qg5 Qa5 47. Qxg6+ Kh8 48. Qxg4 With tempo on the d7-knight. The lesson: White wins if (and only if!) his queen can reach the g4-square. (Lenderman – Abdusattorov, New York, 2024, analysis)