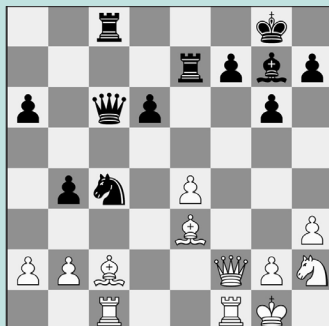


FIDE U7-U17 WORLD CHAMPIONSHIPS

WEDNESDAY WORKOUT ■ OCTOBER 28, 2026

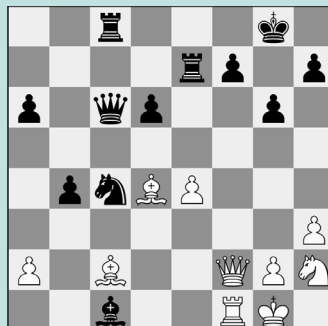
BY JJ LANG

PUZZLE 1.



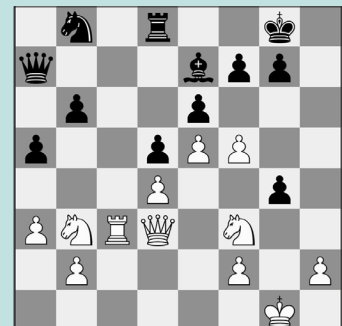
BLACK TO MOVE

PUZZLE 2.



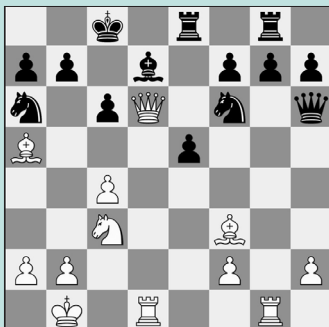
WHITE TO MOVE

PUZZLE 3.



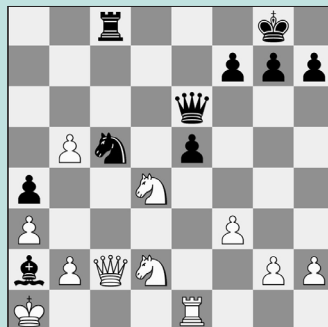
WHITE TO MOVE

PUZZLE 4.



WHITE TO MOVE

PUZZLE 5.



BLACK TO MOVE

PUZZLE 6.



BLACK TO MOVE

SOLUTIONS

PUZZLE 1. 30. ... Nxe3 Black erred with the immediate 30. ... Bxb2?? when 31. Bd4?! Bxc1 was winning until White's next move. 31. Qxe3 Bxb2 It's too late to move the bishop! 32. Rf2 Bxc1 33. Qxc1 Qxe4! Not 33. ... Rxe4? 34. Ng4 with chances for both sides. (Cid Marcos – Taubassar, Spain, 2026, analysis) **PUZZLE 2.** 32. Rxc1! Playing for mate with 32. Qf6?? ran into 32. ... Be3+! when White played 33. Kh1 (or 33. Bxe3 Nxe3 34. Qxe7 Nxf1 35. Bb3 Rc7 preserves a material advantage) 33. ... Bxd4 34. Qxe7 Qc7 and lost. If 32. Ng4?! Bg5 things are unclear. 32. ... Ne5 33. Ng4 White is winning. (Cid Marcos – Taubassar, analysis) **PUZZLE 3.** 26. fxe6! Forward, never back!

White played 26. Ne1?, missing a chance for a faster win. 26. ... fxe6 If 26. ... gxf3 27. exf7+ Kxf7 (or 27. ... Kf8 28. Qh7 Kxf7 29. Rxf3+ is even worse for Black) 28. Qf5+ Ke8 wins, e.g. 29. Qh5+ Kd7 30. Qg4+ Ke8 31. Qxg7 when Black is toast. 27. Qg6! gxf3 28. Rxf3 White has too many threats, so returning the piece with 28. ... Bg5 is the best Black can do. (Fernandez Allhama – Lazaro Ayala, analysis) **PUZZLE 4.** 18. Nb5! cxb5 Black played 18. ... b6 and White won after 19. Nxa7+ Kb7 20. Nxc6, although 20. Bxc6+ would have won even faster! 19. cxb5 White threatens a fatal check on c1! 19. ... Re6 20. Rc1+ Bc6 21. Qa3! White regains the piece with a decisive attack. 21. Qd1!? is also better for White, but not as crushing without control of the a-file.

(Uranzaya – Giss) **PUZZLE 5.** 25. ... exd4 The only way to survive. Going for 25. ... Nb3+?? allowed 26. N2xb3 Rxc2?! 27. Nxe6 Bxb3 28. Nd4! winning. 26. Rxe6 Bxe6! 27. Qd1 Nb3+ 28. Nxb3 Bxb3 29. Qe1 d3 Black has decent chances to hold. (Donets – Reren, analysis) **PUZZLE 6.** 17. ... Rxh3 A miracle draw. Black found this idea a bit too late in the game, and 17. ... R5h7?? allowed 18. Neg5 gaining time. 18. Bxh3 Ncd4!! Straight for the long diagonal. 19. d3 Bxe4 20. dxe4 Nxf3+ 21. exf3 Bh2+! 22. Kh1 Not 22. Kg2?? Ne3+ 23. Kh1 Rxh3, winning. 22. ... Rxh3 23. Kg2 Rg3+ 24. Kh1 Not 24. fxc3?? Qxg3+ 25. Kh1 Qh3 winning, and 24. Kxh2 Rxf3+ 25. Kg1 Rg3+ draws. 24. ... Rh3 White has to accept repetition. (Pichler – Diaz Ferrer, analysis)