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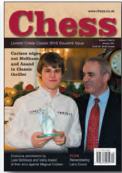
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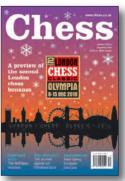








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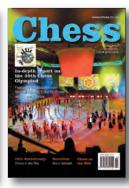
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Contents

Editorial Malcolm Pein on the latest developments in chess	4
4NCL British Team League Andrew Greet reports on the second and third weekends	6
Aeroflot Open The big open tournament in Moscow featured huge numbers of GMs and some top quality chess	18
Studies Brian Stephenson presents a classic by Richard Réti	17
Varsity Match: Oxford versus Cambridge John Saunders reports on the 2011 match and looks back at its fascinating 128-year history and outstanding personalities	18
Yang-Fan Zhou: 9/9! Yang-Fan Zhou reports on his amazing Brighton success	24
CHESS After the War (Part 2) John Saunders continues to leaf through the back pages of CHESS and tells the tragic story of the GM who never was - Gordon Crown	26
Tactical Terminology We all know about pins, forks and skewers but GM James Plaskett considers names for other tactical tricks and themes	32
How Good Is Your Chess? GM Daniel King presents a game from this year's Hungarian Team Championship, to test your strategic and positional prowess	34
Tea and Chess Cakes, Anyone? Sabrina Chevannes introduces chess to the kids in Newham	87
Book Review: Endgame by Frank Brady Sean Marsh looks at the fascinating new Fischer biography	88
Turkish Chess Delight Sabrina Chevannes interviews Emine Yanik, who founded and runs a pioneering chess school in the wilds of Turkey. <i>Inspiring</i>	40
FIDE Women's Grand Prix The gripping finale of the series of qualifying tournaments to decide who will play the next match for the Women's World Championship	42
Readers' Letters You have your say a reader's exciting draw with an IM	45
Pawn e5 versus Pawn e6 IM Lorin D'Costa considers a familiar pawn configuration	46
Zugzwang! René Mayer showcases some amazing zugzwang examples	48
Home News / Overseas News A round-up of what's been happening in Britain and elsewhere	50/51
Find The Winning Moves Three pages of tactical teasers from recent tournament games.	52
Positional Exercises GM Jacob Aagaard tests your positional chess IQ	55
Problem Album Colin Russ has some gems to enjoy.	55
New Books In Brief All the latest books, DVDs and software	56

4NCL

Rounds 3-6 of the British Team League season

Report by IM Andrew Greet

HE SECOND and third weekends of the 4NCL season took place on 15-16 January and 19-20 February respectively. With the two front-runners, Wood Green Hilsmark Kingfisher (WGHK) 1 and Pride and Prejudice (P&P), scheduled to face off at the end of the season, both teams were looking to rack up as many game points as possible, while the rest of the field battled to finish in the top half of their respective pools in order to avoid the dreaded relegation zone. Without further ado, let's see how the season has been shaping up. WGHK 1 achieved a comfortable win over Barbican 2 in round three, although the champions did not have everything their own way, as you can see from the following game.

Round 3 WGHK 1 - Barbican 2
J.Speelman - J.Rogers
English Opening
1 公f3 公f6 2 c4 e6 3 公c3 总b4 4 e3 0-0
5 总e2 d5 6 a3 总xc3 7 bxc3 b6 8 cxd5
exd5 9 c4 dxc4 10 总xc4 公c6 11 总b2
公a5 12 总e2 莒e8 13 0-0 公d5 14 營c2
營d6 15 总d3 h6 16 莒ac1 c5 17 公h4 營c6
18 f4 c4 19 总e2 总b7 20 总f3 營c5



21 &d4! Speelman offers a pawn in order to embark on a dangerous attack. 21... ∰xa3 22 ᡚf5 ᡚb3 Black can exchange the queens with 22... dd3, but after 23 \(\mathbb{\text{\text{\text{\text{2}}}}\)xg7 he still faces difficult problems. 23 &b2 2 2?! This leaves the gueen offside. 23... #c5 was stronger and would have given White some chances to go wrong, for instance: 24 \(\times xg7 \) (24 \(\times cd1!? \) is slightly better for White) 24... 2xe3! 25 dxe3 \(\mathbb{Z} \) xe3 26 \(\mathbb{M} \) f2 (26 \$\div h1! is better and should keep some advantage for White) 26... 2xc1 27 &xb7 equal chances in this wildly complicated position. 24 &xd5 White's attack is based entirely on the dark squares, so he eliminates an important defender. 24... 2xd5 25 2c3 f6 26 2xg7! 2xc1 27



Man bites 'Speelwolf': Jonathan Rogers won his game against Jon Speelman.

⊠xc1 For a small material investment White has obtained a powerful attack on the dark squares. **27...≌a5** Black has to get his queen back into play without delay.



28 "xf6?? Sometimes one bad move is all it takes to throw the entire game away. White could have kept a serious advantage in one of two ways: 28 \(\mathbb{\psi}\)xa5 bxa5 29 <a>♠xe8 <a>≅xe8 30 <a>≅a1 is a miserable endgame for Black. With Speelman being a noted endgame specialist, one would have to fancy his chances of winning this against just about anyone. White can also maintain his continuation 28... ₩c5 (otherwise 4h5 will intermediate queen moves, the d2 pawn is no longer en prise) 29... Exe3! (the best chance, but it is not quite good enough) 30 dxe3 \(\mathbb{\psi}\)xe3+ 31 \(\dot{\psi}\)h1 \(\mathbb{\psi}\)e2 32 \(\mathbb{\psi}\)g6! (32 国g1 &xg2+ leads to a perpetual) 32... 全f7 33 Wb1! when White defends against all

threats and will win with his extra piece.

28... 曾xd2 Suddenly the tables are turned and it is the white king which is desperately exposed. 29 曾g6 曾xe3+ 30 全f1 曾xf4+ 31 全g1 曾e3+ 32 全f1 曾f4+ Presumably Rogers repeated moves to get closer to the time control. 33 全g1 曾e3+ 34 全f1 曾d3+ The computer points out 34...全f7 as a more convincing win, but Rogers' choice is perfectly sufficient.

35 曾xd3 cxd3 36 ②xe8 宮xe8



The opposite-coloured bishops offer White little hope of survival here. 37 **2d4 Ee2 38 £f2 b5 39 Ee1 £c4 40 Exe2 d2! 0-1** A nice flourish to end the game.

The most eye-catching result of the third weekend, and possibly of the entire season so far, was Polish IM Jerzy Slaby's defeat of Mickey Adams - with the black pieces, no less! Here is the game.

Round 5 P&P - Pandora's Box
M.Adams - J.Slaby
Sicilian Defence
1 e4 c5 2 包f3 包c6 3 息b5 d6 4 0-0 息d7
5 罩e1 包f6 6 c3 Adams chooses the main line. The principal alternative is 6 h3.
6...a6 7 息f1 息g4 Black is willing to forfeit the bishop pair in order to inhibit White's central advance. 8 h3 息xf3 9 營xf3 g6 10 d3 息g7 11 息e3 0-0 12 包d2 包d7



13 We2 Slightly unusual. 13 Wd1 is more common, although the difference is not huge. 13...b5 14 a3 a5 15 4 f3 b4 This was the first new move, although it is certainly consistent with Black's previous play. Previous games have continued 18 d4, with a small edge for White, Lutz -Suran, Germany 2005, and 15... 96 16 \(\mathbb{Z}\) ed1 e5!?, which was unclear in Nolte - Markos, Beijing 2008. 16 d4 Adams correctly leaves the a-pawns on the board. In the event of 16 axb4 axb4 17 d4 bxc3 18 bxc3, White's bishop pair does not mean much as the battleground is rapidly shrinking to an area that the knights can easily cover. 16...bxc3 17 bxc3 \Bb8 18 \Bc2 \Bc7 19 \Bab1



At this stage White enjoys a pleasant edge. The bishop pair is significant, especially as Black has a slight hole on b5. Another idea was 19 d5 公ce5 20 公xe5 公xe5 21 a4, although Black may be able to get away with 21...c4!?. There was no real need for White to block the centre, so Adams' way of handling the position looks right to me. 19...e6 20 全b5 公e7 21 全g5 公f6 22 營d2 cxd4 23 cxd4 至fc8 24 a4 至a8 The fact that Black felt compelled to make such a move shows that his position is still mildly unpleasant. 25 營f4



More accurate would have been 25 宮ec1! 營d8 26 營f4 when White maintains a pleasant edge. **25...d5!** Slaby chooses an opportune moment to block the centre and obtains some



Surprise defeats for top GMs such as Jon Speelman (left) and Mickey Adams (right) demonstrate just how tough the 4NCL (British Team League) is getting these days.

squares for his pieces. 26 e5 ②e4
27 □ec1 □a7 28 g4!? It is useful to
control the f5 square. 28...□xc1+ Black
is too eager to exchange pieces.
28...□ab8! would have kept the position
roughly level. 29 □xc1 □c8 30 □xc8+
②xc8 31 ②d8! Now White has some
pressure again. 31...②b6



32 **②g5** After 32 **₩**c1! the threat of a queen invasion with #c7 or #c6 is awkward, and according to the computer it is already time for Black to jettison a pawn with 32... 2c4 33 &xc4 dxc4 34 [™]xc4 when White has a clear edge. 32... 2xg5 33 ≜xg5 2c4 Now the game is equal again as the mutual weaknesses balance each other. White's bishop pair does not mean much, as the knight on c4 is stable and controls a lot of squares. A draw would be the natural outcome, but Adams falls into the classic trap of trying too hard to win against a lower-rated, but still highly capable player. 34 h4 \$f8



35 &f6?! It is around this stage that the game starts to turn in Black's favour. The text move is not a big mistake in itself, but it is symptomatic of the fact that White was not content with a draw. A natural end to the game would have been something like 35 ≜e8 ≜b4 36 ∰f6 åd2 37 ∰d8 åxg5 38 hxg5 ∰xd4 and it is time for White to take a perpetual. 35...2 a3 36 &d3 36 &e8 2 c2 37 &d8 ⟨∆xd4 38 &xf7+ \(\mathbb{\text{\pi}} \) xf7 39 \(\mathbb{\text{\pi}} \) xd4 is equal. 36... ₩c7 37 ₩d2 &b4 38 ₩e3? Now things start to become awkward for White. 38 Wh6 Lf8 39 Wd2 repeats the position. 38... 2c3 39 h5 2c2! Now White must lose a pawn on the queenside. 40 hxg6!? Cute, but it does not solve White's problems. 40...fxg6 Black did not come this far to fall for 40... ②xe3?? 41 gxh7+. 41 **\$xc2 豐xc2 42 \$\dot{g2}** 42 **\$\delta\$**h6 **\$\delta\$**f8 gets nowhere. 42... wxa4 43 wd3 wc6 44 wb3 wd7 45 ⊈g3 ⊈f7



46 \$\dot\doth\doth\dot\?! This active use of the king only leads to further problems. White should have preferred 46 gg5 when it is by no means easy for Black to force his a-pawn down the board while also keeping tabs on the kingside. 46... #c6 47 gg5 dd7 48 gf6 h6 49 dd3? White should have preferred 49 \$\div h3\$ to get the king out of harm's way. 49... ₩c6! The queen is headed for c3, after which White will not be able to cope with the threatened queen exchange combined with the checkmating ideas involving ...g5+. 50 Wb3 White could have avoided the mating threats with 50 g5, but after 50...h5 Black gets a protected passed pawn and a blocked kingside, so White's drawing chances would be minimal here too. 50... @c3 0-1

Interestingly, Adams was not the only highly rated Pride & Prejudice player to suffer a dip in form. Witness the following encounter from board two, where David Howell lost to a player rated 2229.

Round 5 Pandor's Box - P&P
M.Capucci - D.Howell
English Opening

1 🛭 f3 🗗 f6 2 b3 g6 3 🖺 b2 🚊 g7 4 e3 0-0 5 \(\) e2 b6 6 0-0 \(\) b7 7 c4 c5 8 \(\) c3 e6 9 d4 After a timid-looking opening, Capucci occupies the centre and obtains a relatively normal-looking position. 9...a6?! A slightly odd choice. 9... De4 and; 9...d5 both look more logical. 10 dxc5 bxc5 11 \(\mathbb{\text{\pi}}\)d6! White seizes the opportunity to create threats against the vulnerable c5 pawn. 11... a5 12 ad1 ad8 12... e8 13 ad2 d6 was safer. 13 2g5! h6 14 2a4! Capucci finds a clever way to create problems by offering a pseudo knight sacrifice. 14... 2c8?! 14...hxg5?? 15 &c3 traps the gueen. The best defence was 14... ②e8! 15 ∰xc5 ∰xc5 16 ②xc5 ≜xg2! 17 ⊈xg2 &xb2 when Black is only slightly worse. 15 &f3! Again White finds the most incisive continuation. 15... 2xf3 16 名xf3 罩a7



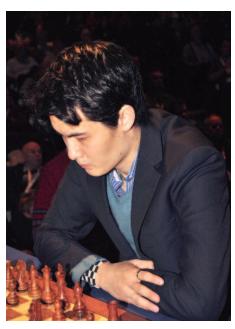
17 We7! Another great move! The attack on the knight is hard to meet. 17... e7!? Howell finds an imaginative defence, but it does not solve his problems. Most knight moves would have run into \$xq7 followed by 2e5, with powerful threats. 18 **≜e5 ₩b7?** Black should have preferred either 18...\daggeddd da 19 \ddoggd xd8+ \dagged xd8 20 2xc5, or 18...2c6 19 2xc7 2xe7 20 ₫d6, although in both cases he is a pawn down for no compensation. 19 2xc5 immediate 21 2e5! would have been more accurate. 21... \Bb6 22 \Begin{array}{c} mere accurate accur 22... h7 would have given better chances to survive, but perhaps Howell thought his lower-rated opponent would chicken out and take a draw. 23 2e5! No thanks! Capucci corrects his previous inaccuracy and secures a winning position. 23...≅f8 24 4\(\overline{0} \)c6! dxc6 25 \(\overline{0} \)xa7



White is now an exchange and a pawn up, and the rest is easy. 25... 增a3 26 增b6 a5 27 增xc6 增xa2 28 增a4 增b2 29 增xa5 查h7 30 增d2 增e5 31 增d4 增b8 32 增d6 增a8 33 罩a1 增c8 34 罩a7 包e8 35 增b6 包f6 36 罩d1 e5 37 包d7 罩d8 38 包xf6+ 2xf6 39 罩xf7+ 查g8 40 罩xd8+ 1-0

A great game by the Brazilian player Marcos Capucci; once he got the initiative, he never let his opponent off the hook.

And there was more! One board further down, Gawain Jones got into terrible trouble against a player rated more than 400 points beneath him.



Ouch! English GM David Howell was 'given a Brazilian' by Marcos Capucci.

Round 5 P&P - Pandora's Box G.Jones - M.Burrows Closed Sicilian



23 **②xh6!?** This certainly looks dangerous, but Black seems to have just enough defensive resources. If White plays more slowly with 23 當f1 then 23...單b6! is a good reply, combining defence with activity. **23...gxh6 24 營xh6 ②g6** According to the computer, Black could even have got away with the suicidal—looking 24...f6!? 25 營h8+ 全f7, for instance 26 當h7+ 全g6 27 當h6+ 全g5 28 當h5+ 全g6 with a possible perpetual. White has a few other ways of continuing the attack, but nothing decisive that I can see. **25 營h7+** 全f8 **26** 置f1 全8 **27** 图h5



The one that got away: Martin Burrows very nearly landed a shark but he wriggled off the hook!



27...②f8 27...③b6!? also deserved attention. 28 營h8 鼍b6 29 鼍hf5 After 29 鼍e5 鼍e6 30 鼍ff5 鼍c8 31 鼍xe6 fxe6 32 營h5+ 全d8 33 鼍f7 營d6 34 營g5+ 全e8 White can force a draw but nothing more. 29...鼍d7! 30 h4 After 30 鼍xf7 營xf7 31 鼍xf7 鼍xf7 Black will be the one trying to win the ending. 30 營h5!? may have been best, intending to meet 30...c4 with 31 d4. 30...c4! 31 d4



31...增xa3! Burrows correctly judges that he can get away with this cheeky pawn grab. 31... 至e6! was also promising for Black. 32 至c5 營e3+ 33 空h1



33...營h6! Black's queen has taken a most unusual route around the board, but it has certainly proven effective. By now White's attack has almost run out of steam. 34 營e5+ If 34 宮c8+ 宮d8 35 冨xd8+ 全xd8 36 營g8 宮g6!? 37 營xf7 ②d7, Black's king is safe and his queenside pawns should carry the day. 34...宮e6 35 宮c8+ 宮d8 36 宮xd8+ 全xd8 37 營b8+ 全e7



Black has done the hard work, and the win is within his grasp. But Gawain Jones is a tricky customer and he keeps fighting. 38 d5 2d7 39 28 39 2xf7+ 2xf7 40 dxe6+ 2xe6 is nothing. 39...2f6 40 d6+! Gawain desperately gives up two more pawns in order to open as many lines as possible. It should not be enough to save the game, but it proved to be the best practical chance.



41...♠xe5 41...♠xe5! was enough to win comfortably, despite the odd-looking king



They seek him here, they seek him there -Gawain Jones escaped his opponent's clutches in Pimpernel fashion.

position. 42 曾d8+ 包d7 42...空e6! was more accurate, but to play it Black would have had to foresee the line 43 曾b6+ 空e7 44 曾c5+ 空d8! 45 国d1+ ②d3! 46 cxd3 曾xh4+ 47 空g1 c3! winning. 43 国d1+ 空c5 44 曾c7+?! White cannot take the knight due to ...曾xh4+ followed by ...曾f2+ and ...国h6+ winning, but 44 g3! would have posed more problems. The best reply looks to be 44...国e6 45 曾xd7曾f6! when Black controls enough of the important squares to maintain decent winning chances. 44...全b4 45 国b1+ 空c3 46 曾g3+ If 46 曾a5+ 空d4 47 国d1+ 空e4! the king escapes. 46...空xc2 47 曾e1



According to the game score, Black now played **47..**還**f1+?** ½-½ and a draw was agreed as, after 48 豐xf1 豐xh4+ 49 堂g1 豐d4+, Black has a perpetual. (He can actually play for more, but if this was his intention there was no point in giving up his rook).

Nevertheless, the truth is that, despite Black's freakish king position, White had no immediate threats, and any sensible move would have led to an easily winning position, for instance 47... \$\mathbb{Z}\$e6 48 \$\mathbb{\text{\mathbb{H}}}\$d1+

₾c3 when White can do nothing. Gawain must have breathed a sigh of relief at the end, and Martin must have been kicking himself after checking the final position with a computer, but still, a draw with the black pieces against one of the country's top players is not all doom and gloom.

Fortunately for Pride & Prejudice, the remaining results were heavily in their favour. On the Sunday they overcame their sternest test of the season so far in Barbican 1, thus maintaining their 100% record of match wins this season. Most other matches also went according to seeding, with few upsets occurring. One of the most impressive results came from Cheddleton, who scored an impressive four wins and four draws against The ADs despite an almost identical average rating.

Pool A of Division 1 features a tight battle for the fourth championship spot. After six rounds Pride & Prejudice, Barbican 1 and Betsson have all qualified comfortably, leaving WGHK 2 and Cheddleton fighting for the remaining space. At this stage in the competition the latter is one point in front, but faces tougher opposition in the crucial seventh round.

WGHK 2 fought to a tough 4-4 draw with The ADs in round six. The match looked as if it might go either way at various times, and a draw was probably fair to both teams in the end. Along the way I was able to win a nice game on board two, which featured an interesting, and completely accidental, new approach in a topical opening.





Andrew Greet made an accidental contribution to opening theory in his round six game.

Another surprise, I assumed my opponent would opt for the main line of 10... Øbd7, and was doing my best to recall what little I knew about this position when the bishop eagerly emerged. At this point I was completely 'out of book'. I knew that the bishop development was slightly unusual at this stage, so I asked myself what possible drawbacks my opponent's last move might entail. The obvious point that sprang to mind was that the bishop is stepping into a potential fork. Thus after checking a few variations and satisfying myself that everything was in order, I contentedly played... 11 c5!? This pawn sacrifice gives White promising compensation and relatively easy play in the queenless middlegame. Therefore I was more than a little shocked when a post-game database search revealed that the idea was almost completely new! 11 f4 is the normal move, when c5 remains a positional threat which will no longer entail a pawn sacrifice. 11... 4 bd7 (but the more recent idea of 11... 2e7!? looks like a better try) 12 c5 \mathbb{\mat 14 b4 gives White a clear plus. 11 0-0-0!? has been played in a few games, but I wanted to have my rook on the a-file after the queen exchange. 11... *xb3 12 axb3 \(\mathbb{Z} \) xh2 12...\(\dag{L} \) xh2!? would have given me a difficult choice. The simple option is bishop check and preparing b4-b5 with compensation, much like the game. The more ambitious and riskier option is 13 2e2!?, with ideas of g3 trapping the bishop. Black should respond with 13...g5!, leading to a strange situation where White cannot win the bishop by force, but Black equally has a hard time freeing it. 13 \(\mathbb{Z} \text{xh2} \) \(\mathbb{L} \text{xh2} \)



14 b4 Funnily enough, the only other game to feature 11 c5!? took place just three weeks before this one: 14 &d3!? \$c7 15 b4 a6 16 b5 e5 17 g4!? g5 18 фf2 cxb5 19 e4?! (19 ♠xb5) 19...♠bd7? (19...dxe4) 20 2xd5 2xd5 21 exd5 exd4 22 d6 4xc5 23 \$xb5+ 4d8 24 \$xq5+ f6 25 dxc7+ ₾xc7 26 \$f4+ ₾b6 27 \$e2 and White went on to win with his extra piece, Markus - Simonian, Nova Gorica 2011. Another possibility is 14 \$\div f2\$, threatening g3 while preventing the bishop check, and intending to meet 14... 2c7 with 15 b4 with similar play to the game. 14... g3+ 15 **⊈d1 e5** Black wants to generate some counterplay, but he risks allowing the d5 pawn to become weak. 16 b5 exd4 17 exd4 cxb5?! Black must have been concerned about b6, but it feels wrong to allow a white piece to develop with gain of tempo. 17...a6 was more resilient. 18 &xb5+ 2c6



19 ②a2!? This tricky move was the product of a long period of thought. Although it feels as though White should have promising compensation, it is not easy to breach Black's defences. For instance, the direct 19 &xc6+ bxc6 20 \(\begin{align*}
\text{\$\mathbb{Z}\$a6 achieves nothing: after 20...\$\\dot{\phi}\$d7 21 ∅a2 ∅g8 Black defends successfully and will soon turn his attention to the kingside, where he has an extra pawn. 19 \(\pm\$g5 can be met by 19...a6, or 19... 4 h7!? 20 ge3 f6. 19...0-0-0? Black overlooks a crucial tactic. The position is tricky for him, but if he plays accurately he should be OK. 19... \$\ddot\delta e7?! 20 \$\ddot\left xc6 bxc6 21 4b4 4d7 22 4a6 4c8 23 4xa7+



Luke McShane brought his London Classic/Wijk aan Zee form to the 4NCL in February.

and Black is in trouble. If 19... 2d7 20 5b4 White wins a pawn on the queenside, as 20... c7 21 2xc6 bxc6 22 \(\bar{2}\) a6 \(\bar{2}\) b7 23 \(\bar{2}\) xc6 a5?! fails after 24 \Bb6+. The best defence was 19... \Dg8! when the knight will shore up Black's weak points from e7. In this case White keeps a pawn's worth of compensation, but nothing much beyond that. 20 2xc6 bxc6 Oddly enough, the computer points out that there is still an extraordinary way for Black to keep himself in the game: 20... \(\bar{2}\) h8!! when, after 21 \(\bar{2}\)xb7+ (21 \(\bar{2}\)c1 bxc6 22 \(\mathbb{Z}\)xa7, White has a clear advantage but no direct win.) 21... 2xb7 22 ⊈e2. 21 4b4



21.... 查d7 After my last move my opponent's head sank into his hands as he realised that his intended 21... 查b7 is refuted by 22 罩xa7+! when White wins the house. His chosen move is not much better, and allows a cute finish. 22 罩xa7+ 全c7 23 包a6 罩c8 24 桌a5 包e8 25 ②xc7 ②xc7 26 b4 Black is paralysed, as his knight will remain trapped in a permanent pin from either the rook or the bishop.

26...g5 27 2c2 1-0

Wood Green Hilsmark 1 continued to keep pace with Pride & Prejudice, defeating White Rose by a comfortable margin. They were helped by the presence of an in-form Luke McShane, who has produced a couple of truly world-class performances in recent months in London and Wijk aan Zee. Here is Luke's game from Round 6.

Round 6 WGHK 1 - White Rose
L.McShane - R.Palliser
Closed Sicilian

1 e4 c5 2 වc3 වc6 3 වge2 වf6 4 g3 g6 5 일g2 일g7 6 a3!? With this rather unusual move Luke avoids most theory and aims to set his opponent some unusual problems. 6...d6 7 필b1 신d4 8 0-0



If 8 b4 Black may have been tempted to try 8... 2g4!? 8... h5!? Richard is a Sicilian expert and he decides to embark on this double-edged pawn

thrust. 9 h4 It remains to be seen which side is more likely to benefit from the inclusion of the last two moves. 9... 2g4 Another idea was 9... 2g4!? 10 f3 2d7 10 d3 e6 11 2f4 2d7 12 2h3!? Luke brings his knight closer to the g5 square. In a closed position the players can afford the time for such manoeuvres. 12... 2c6 14 2e2 b6



With hindsight, 14... ②xe2+ 15 營xe2 0-0 would have given Black a bit more breathing space and avoided the problems that occurred in the game. 15 ②ef4! Avoiding the knight exchange and preparing to push Black back in the centre. 15... ②b7 16 c3 ②c6 17 ②g5 營d7 18 ②h3! Gradually all White's manoeuvres are beginning to make sense. Now he takes aim at the e6 square. 18... ②d8



19 f3 Luke decides to play in the centre. White could have taken a pawn with 19 \(\mathbb{L}\)xg4 hxg4 20 \(\mathbb{M}\)xg4, but his weakened light squares would have offered Black some compensation. Another idea was 19 b4!?, when Black must pay attention to the queenside as well. 19... 4 f6 19... Øe5? is asking for trouble due to 20 d4 followed by d5. 20 d4 cxd4 21 cxd4 d5 Black's choices were limited, as d5 was a serious threat. 21... 47 may have just been playable, although after 22 d5 (22 4xh7? 2xd4+) 22... Øxg5 23 hxg5 h4 24 dg2! Black is under some pressure. 22 e5 4 h7 23 名xh7 图xh7 24 息e3 名c6



25 b4! White has a comfortable space advantage and Black's king lacks a safe haven. White already has good control over the kingside, and he now increases his influence on the opposite flank.

25... № 67 26 ∰d3 a6 27 № 2! The knight has done its work so Luke prepares to find a new role for it while also opening the path for the bishop to go to the kingside. 27... № 16 The dark-squared bishop had few prospects, so Black decides to exchange it. On the other hand his kingside dark squares now become weak. 28 ♠xh6 ☒xh6 29 ☒fc1 ♠c6 30 ♠c3



30...②f5?! Black should not have allowed this knight to be exchanged for White's worst minor piece, especially as it involves some damage to his pawn structure. The best defence was 30...宣h8 intending ...宣f8-g7, when Black is worse but still in the game. 31 查f2 營e7 32 營d2 宣h8 33 ②xf5! Now White gets everything he could wish for: a good knight versus a bad bishop, and enemy weaknesses on both

sides of the board. 33...gxf5 After 33...exf5 White has several tempting continuations including 34 2e4!?, 34 a4 and 34 b5 axb5 35 2xb5 2xb5 36 2xb5. 34 a4 34 2e4!? is the computer's top choice, but White is already strategically winning so there was no need for such shenanigans. 34...2f8 35 b5 axb5 36 axb5 2e8



37 ②e2! The knight vacates the c-file and prepares to take up residence on the ideal f4 square. 37...f6 This creates additional weaknesses and leads to a quick end, but the position was already beyond repair. In the event of a quieter move such as 37...堂g7, White can simply play 38 當c2 and prepare an invasion at his leisure. 38 exf6 營xf6 39 當c7 全g8 40 邕b7 White wins a pawn and keeps his huge positional advantage. 40...필h7 41 鼍xb6 필ha7 42 閏b2 彙d7 43 ②f4 필a4 44 ②xh5 營h8 45 필b7 1-0

This was a fine game from Luke, who defeated a tough opponent in a manner that appeared almost effortless. Wood Green 1 won the match convincingly. Most other matches in Pool B went according to seeding, although e2e4.org.uk 1 and Oxford 1 deserve a mention for their defeats of the higher-rated Guildford 1 and Barbican 2 respectively. A glance at the score-tables reveals that the season is shaping up to be a two-horse race, as expected. So far the only thing separating Wood Green 1 and Pride & Prejudice is a few extra game points in favour of the former, but I hardly need state that this could easily change. Rounds seven and eight take place later in March. For more information visit: www.4ncl.co.uk

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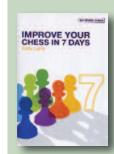


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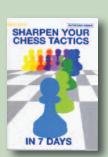
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Team	Р	w	D	L	GP	pts
Pride & Prejudice	6	6	0	0	36	12
Barbican 4NCL 1	6	4	1	1	32	9
Betsson.com	6	4	1	1	29	9
Cheddleton 1	6	3	0	3	26½	6
Wood Green Hilsmark 2	6	2	1	3	22	5
The AD's	6	2	1	3	20	5
Warwickshire Select 1	6	1	0	5	16	2
Pandora's Box Grantham	6	0	0	6	10½	0

Team	P	W	D	L	GP	pts
Wood Green Hilsmark 1	6	6	0	0	38½	12
e2e4.org.uk 1	6	5	0	1	28	10
White Rose 1	6	3	1	2	22	7
Guildford A&DC 1	6	3	0	3	25	6
Oxford 1	6	3	0	3	22	6
Cambridge University 1	6	2	1	3	21½	5
Barbican 4NCL 2	6	1	0	5	18	2
Sambuca Sharks	6	0	0	6	16½	0