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**Carlsen edges
out McShane
and Anand
in Classic
thriller**



Exclusive annotations by
Luke McShane and Vishy Anand
of their wins against Magnus Carlsen

PLUS
Remembering
Larry Evans

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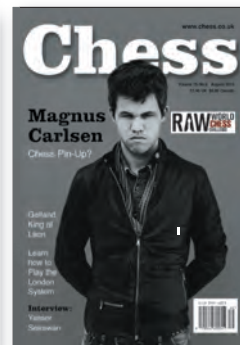
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Unfortunately Brian Stephenson's Studies feature and Colin Russ's Problem Album have been squeezed out this month due to the extended reporting of the London Chess Classic. They will be back in our February issue as usual.

4NCL

The British Team League season begins

Report by Andrew Greet

The 4NCL returned to Daventry for the start of the 2010-11 season. The first division involves the now familiar format of two pools of eight teams. The top four teams in each pool will compete for the championship, leaving the bottom four battling to avoid relegation. Unlike last season, the two strongest teams (Pride & Prejudice and Wood Green Hillsmark Kingfisher (WGHK) 1) have been placed in separate pools, which should in theory lead to a grand finale at the end of the season. Snapping at their heels will be Barbican, Guildford, and several other familiar contenders.

Most of the first round matches went the way one would expect based on the average ratings of the respective teams. The closest match on paper should have been the meeting between Betsson.com and WGHK 2, but the former won convincingly despite an almost identical average rating. The big teams all won, despite a few notable individual upsets. Jonathan Hawkins of Cheddleton obtained an impressive draw with the black pieces against world class GM Sergei Tiviakov, representing P&P. Samuel Williams of Sambuca Sharks punished WGHK 1's Mohamed Tissir, and Tony Hynes of Warwickshire Select upset Sam Collins of Barbican 1. Despite these surprises, the three heavyweight teams all won their matches convincingly.

The following was the most spectacular and brutal of the first round upsets.

Round 1 Oxford 1 - Cambridge Un 1

M.Rose- E.Dearing

Sicilian Defence

1 e4 c5 2 d3 a6 3 g2e2 e6 4 g3 b5 5 g2g2 b7 6 0-0 f6 7 d4 Through a slightly unusual move order, we reach an Open Sicilian in which White's modest looking fianchetto development packs more punch than one might expect. 7...cxd4 8 dxd4 d6 9 e1 c7 9...c8!? has been played a few times. In certain variations the queen is less exposed here; see for example the note to Black's eleventh move below. 10 g5 White has also scored very highly with 10 a4 b4 11 d5! exd5 12 exd5+ d8 13 g5, with a powerful initiative for the sacrificed piece. 10...e7?! 10...bd7 was safer. The text move might just be playable, but Black will have to dance on eggshells. 11 xf6! Already Black must make a difficult decision. 11...gxf6? This leads to a hideous position for Black. The only

playable continuation was 11...xf6!. The problem with this move is the familiar trick: 12 dxb5! axb5 13 b5 b6 14 dxd6+ e7 15 bxb7



Analysis Diagram

This position has been reached in a few games, but so far nobody has found the correct defence for Black. Here are the different possibilities: a) 15...xb7? 16 e5 wins easily, Jaracz-Glaser, Germany 1998; b) 15...xb2 is not much better: 16 b1 xa2 17 e5 d7 (17...c8 18 d6 wins, Marrero-Olabe, Padron 2008) - this was Baran-Tulacz, Zamosc 1999, and now the swiftest route to victory would have been 18 c3! c8 19 d6+! xd6 20 exd6+ e8 21 e2 and White wins a piece; c) 15...e5!! - this untested move is the only one that keeps Black in the game. Black prevents the e-pawn from advancing while the knight remains trapped. Play might continue 16 c3 bxb7 (or 16...a7!?) with chances for both sides.



12 h5! After this White is already winning. Black is well behind in development, he is weak on the light squares and there are all kinds of knight sacrifices in the air. 12...c8 This depressing move was the first new one of the game. It is amusing to observe the carnage that has occurred after the alternatives. The suicidal 12...0-0? meets with a swift refutation: 13 d5! d8 14

f5! exf5 15 exf5 c6 16 e4 1-0, Preissmann-Manouck, Issy les Moulineaux 1983; 12...c5? 13 xe6! (13 e5! is also crushing) 13...hx5 14 g7+



Eddie Dearing, seen playing in the annual Varsity Match of 2002, and looking uncannily like William Hague

and this cute tactical finesse netted White an extra pawn and a huge positional advantage, Murillo-Charpentier, San Jose 1994; 12...c4 13 ad1 c6 14 f1 c5 15 xe6! was a similar story in Hosek-Soukal, Czech Republic 2006. The only other sensible try looks to be 12...f8!?, but this can be busted in a number of ways, the most attractive being 13 h3! c8 14 d5! exd5 15 xc8 xc8 16 exd5 with a crushing attack. 13 f5! exf5 A neutral move such as 13...c6 would lose a pawn after 14 g7+ d8 15 xf7. 13...b4 gives White a choice of powerful replies, the strongest of which seems to be 14 e5!. 14 d5 c5 15 xe7



This simple capture does the trick. Interestingly, White does not win by checkmating directly, but can instead exploit his opponent's exposed king to

force huge material gains. 15...♗xe7 16 exf5+ ♖d8 17 ♖xf7 ♖a7 Or 17...♗d7 18 ♗xa8. 18 ♖xf6+ ♗c7 19 ♖xh8 ♗xf5 20 ♖ad1 Black is the exchange and two pawns down, yet it is White who has about a rook's worth of 'compensation'. 20...♗d7 21 ♖e3 b4 22 c3 1-0

Despite this reversal, Cambridge won the match convincingly. Life would become more problematic in the next round, as they were pitted against the reigning champions, WGHK 1. Eddie Dearing managed to recover from the above reversal to hold Stephen Gordon to a draw, while Karl Mah and David Moskovic managed to hold GMs Speelman and Lalic respectively.

The rest of the games all went the way of the favourites, although it was not always plain sailing. The following game was one of the most dramatic 'back and forth' battles of the season so far.

Round 2 WGHK 1 - Cambridge Un 1
M.Tissir– D.Bisby
French Defence

1 e4 e6 2 d4 d5 3 ♗d2 ♗f6 4 e5 ♗fd7 5 ♗d3 c5 6 c3 b6 7 ♗e2 ♗a6 8 ♗xa6 ♗xa6 9 0-0



9...g6!? Bisby opts for a rare and provocative set-up. 9...♗c7 and 9...♗e7 have been seen more frequently. 10 c4!? 10 ♗f3 is also quite playable, but the text is a logical attempt to exploit Black's slow development. 10...♗g7 11 cxd5 exd5 12 f4 12 ♗f3 0-0 13 ♗c3 ♗c7 looks solid enough for Black. 12...0-0 13 f5!? This aggressive move sets the tone for what follows. White could have obtained a modest edge with the more restrained 13 ♗f3!? ♗c7 14 ♗c3 with a slight edge. 13...♖e8



Mohammed Tissir won a sharp struggle

14 e6? This is asking too much of White's position. A previous game continued 14 f6 ♗f8 15 ♗f3 cxd4 (15...♗c7!? may well be an improvement. The position is rather unclear but I think Black should be holding his own) 16 ♗exd4 ♗xe5 17 ♗xe5 ♖xe5 18 ♗c6 ♖e8 19 ♗xe5 ♖xe5 when Black had some compensation for the exchange and managed to draw in Miroshnichenko–Savon, Ordzhonikidze 2001. The best move may well be 14 ♗f4!?. The knight move lends further weight to the potential breakthrough with e6, without being too committal. Depending on Black's response, White can either play e6 on the following move, or continue to strengthen his position with ♗f3. 14...f6 15 fxg6 hxg6 16 ♗f4 cxd4?! Black could have seized the advantage with 16...♗xd4+! 17 ♗h1 ♗f8. The critical line runs as follows: 18 ♖g4 ♗d7! 19 ♗f3 (19 ♗xg6 ♖g7 20 ♖xf8+ ♖xf8 21 ♖xe6+ ♖f7 22 ♗f3 ♗f6 wins for Black) 19...e5! 20 ♖xd7 ♗xd7 21 ♗xd5 e4



Analysis Diagram

Black is a pawn up in the ending, with active pieces and a strong passed pawn. 17 ♗xg6 ♖g5 18 ♗f4 e5!? Bisby does not hesitate to counterattack. The players are heading for a jungle of complications.



19 ♗f3 Possibly more critical was 19 ♗xd5!? ♖g6 (19...e4 20 ♖b3! ♗ac5 21 ♗f6+ ♗h8 22 ♖h3+ ♖h6 23 ♖xh6+ ♗xh6 24 ♗dxe4! White emerges with an extra pawn) 20 ♖b3 (20 ♗f3 ♖e6 transposes to 20...♖e6! in the note to Black's 20th below) 20...♖e6 21 ♖c4 ♗dc5 22 b4 b5 23 ♖xb5 ♖xd5 24 bxc5 ♗xc5 25 ♗a3 ♖ec8 The resulting position is double edged, but roughly equal according to the computer. 19...♖f5 19...♖h6 20 ♗xd5 ♖e6! transposes to the next note. 20 ♗xd5



20...e4? In this critical position Black fails to find the right path. 20...♖h5?! 21 ♖b3 is unpleasant for Black. The best move was 20...♖e6!. At first this looks strong, as the knight is trapped on d5, and 21 ♖b3? loses to 21...♗ac5 22 ♖c4 b5. However, White has a variety of sacrificial possibilities:



Analysis Diagram

a) 21 ♗g5 ♖xd5 22 ♖h5 looks scary, but Black seems to have enough defensive resources after 22...♗f8, for instance 23 ♗d2 (or 23 ♖f7 ♖ed8! 24 ♗d2 ♖d7 25

♖af1 ♘c5) 23...♗e7 24 ♗f5 ♖c8 25 ♗af1 ♗c6 Black has good chances to convert his extra material, if his nerves hold out! b) 21...♘e3!? is an intriguing possibility. After 21...dxe3 22 ♘g5 ♗c4 23 ♗h5 ♗d3 the game should end in a perpetual. 23...♘f8? is too risky and can be punished by 24 ♗xf8+! ♘xf8



Analysis Diagram

25 b3!! ♗f4 26 ♗a3+ ♘c5 27 ♗f1 ♗e7 28 g3 ♗xf1+ 29 ♘xf1 and White should win. c) Finally, White can simply leave the knight hanging on d5 with the astonishing 21 ♘h4!?:



Analysis Diagram

21...♗f8!, covering the f5 square (21...♗xd5 22 ♗g4 ♘f8 23 ♗h6 gives White a dangerous attack) 22 ♘g6!! Now both knights are hanging, but they defend one another by means of the potential fork on e7. Beautiful, isn't it? 22...♗xf1+ 23 ♗xf1 ♘f8! By preventing the fork on e7, Black threatens both knights! 24 ♗xa6 ♗xd5 25 ♗d3. The position hangs in the balance. The computer has it as dead equal, but in practice it could still go either way.



21 ♘g5! ♗xd5 22 ♗h5 The position is the same as line a) in the above note, except that the black pawn is on e4 instead of e5. Ironically this 'free' move helps White in a big way, by exposing the black queen along the fifth rank. 22...♘f6 With the pawn on e4, 22...♘f8? loses trivially to 22 ♗xf8+ ♘xf8 23 ♘h7+ winning the queen. 23 ♗xf6 ♗xf6 24 ♗g6+ ♗g7 25 ♗d2?? This might have cost White the game. After the correct 25 ♗f4! Black has no good defence against ♗f1 with a mating attack. 25...♗e7?? This fails to address the primary threat. There were two superior ideas: a) 25...e3 should be enough for a draw, for instance 26 ♗f1 ♗xg5 27 ♗xg5 exd2 and White has nothing better than 28 ♗d5+ with a perpetual. White can try for more with 26 ♗h7+, but he might be putting himself at greater risk than his opponent: 26...♘f8 27 ♗f1+ ♘e7 28 ♗xg7+ ♘d6 29 ♗e1 ♘c6! In practice the game could go either way, but according to the computer Black is on top. Even stronger was 25...♗e5!, which is the main reason why the bishop should have gone to f4 on the previous turn. A likely continuation would be 26 ♗h7+ ♘f8 27 ♗f1+ ♘e8 28 ♗g6+ (or 28 ♗xg7 ♗e7) 28...♘d8 when the king escapes and Black should win with careful play.



26 ♗f1 1-0 Black resigned as he is helpless on the kingside.

Most of the other matches went according to rating; P&P won on seven out of eight boards, although credit must go to Darren Wheeler of the ADs who managed to topple Mark Hebden with the black pieces. Elsewhere Barbican 1 defeated WGHK 2 but the real stars of the day were White Rose, who overcame a considerably higher rated Guildford team.

It seemed appropriate to show a game from this match, although it just so happens that the most attractive game ended in favour of the losing team. Here it is!



Photo: John Saunders

Stuart Conquest produced a dazzling finish

Round 2 The ADs - Guildford A&DC 1
I.Gourlay- S.Conquest
Réti Opening

1 ♘f3 d5 2 g3 ♗g4 3 ♗g2 ♘d7 4 c4 e6
5 cxd5 exd5 6 ♘c3 ♘gf6 7 0-0 ♗e7 8
d3 0-0 9 ♗f4 c6 10 ♗c2 ♘c5 11 h3 ♗xf3
12 ♗xf3 ♘e6 13 ♗c1 ♗e8 14 ♗e1 ♗c5
15 ♗d2 ♗c7 16 ♘f1 ♗ad8 17 ♗b1 ♗d6



After a quiet opening Black has already obtained the more comfortable position. His pieces are harmoniously placed and the loss of the bishop pair is not a serious issue. 18 b4?! 18 ♗g2 was more prudent. 18...♗xg3! Conquest is never one to pass up such an opportunity. 19 fxg3 ♗xg3 Black has two pawns for the piece, and the makings of a strong attack. White's kingside has been permanently wrecked, and his pieces are poorly coordinated. 20 ♗g2? This is too slow. The best try was 20 b5!, aiming for queenside counterplay and also facilitating a possible rook lift along the fourth rank to assist on the kingside. Play may continue with 20...♗hx3+ (20...c5 is possible, but the inclusion of the last two moves definitely helps White as the d5-pawn might become vulnerable in certain variations) 21 ♗g2 ♗g3 22 ♗f3 (22 ♗b4 ♘g4 23 ♗xg4 ♗xg4 24 bxc6 bxc6 is

clearly better for Black) 22...♖g4 23 ♜xg4 ♜xg4 24 bxc6 bxc6 25 ♔d1! and White is still alive.



20...♗h5! Threatening to invade on f4, while incidentally vacating the f6-square for a rook. 21 e3 21 e4 ♗ef4 22 ♜xf4 ♗xf4 23 ♜d2 d4 24 ♗a4 ♗d6+ 21...♗g5 22 ♜d1 22 ♗d1 does not help, as after 22...♗xh3 Black threatens a beautiful mate with ...♜f2+ followed by ...♗g3, not to mention a rook lift to f6. 22...♗xh3 23 ♜f3



23...♗d6! Black can leave the queen where it is, as the capture on g3 leads to an immediate mate. 24 ♖e2 ♗f4+ 25 ♖f1 25 ♗d1 drops the bishop on g2. 25...♗xd3 26 ♗e2 After 26 ♜xg3 ♗xg3+ 27 ♖g1 ♗xe1 28 ♗xe1 White can struggle on for a while, but the ending offers him little hope. 26...♜h2 27 ♗c3



27...♗g6 With the terrible threat of ...♗g3. 28 ♗ed1 ♗xe3 29 ♜xe3 ♜xg2 mate. A great game by the former British Champion

Division 1 Pool A crosstable

Team	P	W	D	L	GP	pts
Pride & Prejudice	2	2	0	0	13	4
Barbican 4NCL 1	2	2	0	0	12	4
Betsson.com	2	2	0	0	11.5	4
Cheddleton 1	2	1	0	1	8.5	2
The AD's	2	1	0	1	6.5	2
Wood Green Hillsmark 2	2	0	0	2	5	0
Pandora's Box Grantham	2	0	0	2	4	0
Warwickshire Select 1	2	0	0	2	3.5	0

Division 1 Pool B crosstable

Team	P	W	D	L	GP	pts
Wood Green Hillsmark 1	2	2	0	0	12.5	4
White Rose 1	2	2	0	0	10	4
Guildford A&DC 1	2	1	0	1	8.5	2
e2e4.org.uk 1	2	1	0	1	8.5	2
Oxford 1	2	1	0	1	7	2
Cambridge University 1	2	1	0	1	6.5	2
Sambuca Sharks	2	0	0	2	5.5	0
Barbican 4NCL 2	2	0	0	2	5	0

After 7 rounds, the top 4 teams in each preliminary pool qualify for the final championship pool. At the end of the season 4 teams will be relegated.

Solutions to Positional Exercises (from page 53)

L.Aronian - S.Karjakin

Amber Rapidplay, 2008

This position is about structure. The black bishop on e6 is not a great piece, but the knight on c5 is. However, to be able to create targets in the black position, White needs to exchange the good knight for the less impressive bishop. 29 ♗xe6! 29 ♗b1!? looks attractive, but 29...♗d5! 30 ♗xb7 ♗xb7 31 ♗xb7 ♗xb7 32 ♗xb7 ♗xb7 33 ♗xb7 ♗xa4 gives Black fair chances of holding the ending, although his bishop is little more than a big pawn. 29...♗xe6 30 d5! The point! The pawn on c6 was keeping Black's structure together, mainly by keeping it closed. Once opened, the knight on d6 lacks stability and the pawns on e4 and b7 quickly becomes great weaknesses. 30...cxd5 31 ♗d2! An accurate move; 31 ♗bd4? ♗c7 32 ♗xd5 ♗f7 would not be too damaging. 31...♗a5 This loses fairly straight forward, but the alternatives were grim. For example: 31...♗e7 32 ♗xd5 ♗xd5 33 ♗xd5 ♗a6 34 ♗dd4 and White should be able to win this rook ending, although it would not be won without good technical play. 32 ♗d4! b6 33 ♗xd5 ♗b7 34 ♗xa5 bxa5 35 ♗c2 f5 36 gxf5 ♗xf5 37 ♗xe4 ♗g5+ 38 ♗g2 ♗d8 39 ♗d5 ♗f6 40 ♗xa5 ♗f8 41 ♗a8 ♗a1+ 42 ♗f1 ♗a3 43 ♗d2 ♗c6 44 ♗xf8+ ♗xf8 45 ♗d5 ♗f6 46 ♗g2 ♗a1+ 47 ♗h2 ♗e5 48 ♗d4 ♗xd4 49 exd4 ♗c4 50 ♗g3 g5 51 ♗g4 1-0

R.Byrne - R.Fischer

Sousse Interzonal, 1967

White's weakness is the e4 pawn. He was maybe hoping to control the d5 square, but he is

not in time to do so. Already here Black could play 13...b4, when White would have to answer 14 ♗xf6 ♗xf6 15 ♗d5 ♗xd5 16 exd5, due to the weakness of the c2 square. However, that position would not necessarily be so bad for White. He has the e4 square for the knight and Black's pieces are not too active either. However, the knight on g3 is not comfortable. Black is able to exploit the fact that he has yet to castle by nudging the unhappy steed on g3. 13...h5! This is a strangely fascinating move, not because it is so surprising, but because it decides the game as early as move 13, by positional means. 13...♗xc3?, by the way, doesn't work at this juncture. After 14 bxc3 Black can still play 14...h5, which is probably the best move, though not how one would usually follow up the exchange sacrifice. If he plays 14...♗xe4?, White follows up with 15 ♗xe4 ♗xe4 16 ♗xe7 ♗xe7 17 ♗d5 and the expected activity is not going to happen. 14 h4 White has no good moves; his position is already essentially lost. 14...b4 15 ♗xf6 ♗xf6 15...♗xf6 16 ♗d5 ♗xd5 17 exd5 ♗g4 was maybe even clearer, but it is all details. 16 ♗d5 ♗xh4 17 ♗xh5 ♗g5 17...♗xd5! 18 ♗xd5 ♗g5 was maybe a bit more precise. The reason is that the check on e3 can come in handy, for example after 19 f6, when one of the winning lines is 19...♗e3+ 20 ♗h1 ♗xf6 21 ♗f3 ♗e1+, exchanging pieces into an easily winning rook ending: 22 ♗xe1 ♗xe1 23 ♗xe1 ♗xh5+ 24 ♗g1 ♗xc2, and so on. 18 f6 g6! 19 ♗g7+ ♗d8 20 ♗f3 ♗g3 21 ♗d3 ♗h2+ 22 ♗f1 ♗c5 23 ♗h3 ♗h4! 23...♗xd3! also won, no matter what Matanovic wrote in *Informator* at the time. 24 ♗f3 ♗xb3 25 axb3 ♗xh3 26 ♗xh3 ♗xd5 27 exd5 ♗xf6+ 28 ♗e1 ♗f4 0-1