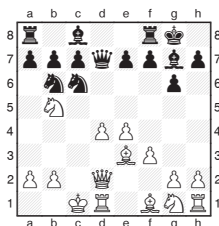


Michael Adams



Stars shine for Guildford

Guildford 1 were the deserved winners of the 4NCL after a tough final-round clash with defending champions Wood Green ended in a draw. The match saw the top six rated English players split between the teams after Guildford shrewdly enticed Matthew Sadler to participate; he showed little signs of rust over the weekend:



M. Sadler - J. Hawkins
4NCL 2013

11.Be3-h6 Rf8-d8
Black's position looks dangerous after 11...Bg7xh6 12.Qd2xh6 a7-a6 13.Nb5-c3 Nc6xd4, but now White gets a dominating central presence.

12.Bh6xg7 Kg8xg7
13.d4-d5 a7-a6
14.Nb5-c3 Qd7-e8

The hanging knight causes problems later, so 14...Nc6-a7 was better.

15.h2-h4 f7-f6
15...h7-h5 is well met by 16.g2-g4.

16.h4-h5 e7-e5
16...g6-g5 17.f3-f4

g5xf4 18.Qd2xf4 Nc6-e5 19.Ng1-f3 also doesn't look very appetising.

17.h5xg6 Qe8xg6
18.Qd2-f2 Nc6-d4
19.f3-f4

It was tempting to exchange the one bright spot of Black's position with 19.Ng1-e2.

19... c7-c5
20.Ng1-f3
20.d5xc6 b7xc6 21.Ng1-f3 is also good.

20... Bc8-g4
If 20...Rd8-e8 21.f4-f5 Qg6-f7 22.g2-g4 and Black will soon be steam-rolled.

21.f4xe5 f6xe5
22.Nf3xe5 Qg6-g5+
23.Qf2-d2 Qg5xe5
24.Qd2-h6+ Kg7-g8
25.Qh6xh7+ Kg8-f8
26.Rd1-d2 Qe5-g5
27.Kc1-b1 Rd8-d7
28.Rd2-f2+ Kf8-e8
29.Qh7-h6

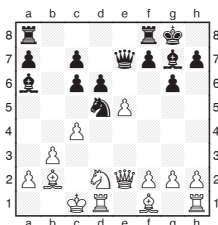
After a long forcing sequence, this precise move that Matthew would have spotted well in advance targets the unfortunately-placed knight on b6.

29... Qg5xh6
30.Rh1xh6 Nb6-c8

30...Rd7-f7 was worth a try. 31.Rf2xf7 Ke8xf7 32.Rh6xb6 Ra8-h8 gives some hope, as the back rank difficulties mean White will have to part with his bishop. White can improve with 31.Rh6-h8+ Ke8-e7 32.d5-d6+ Ke7xd6 33.Rh8-h6+ Kd6-e7 34.Rf2xf7+ Ke7xf7 35.Rh6xb6 Ra8-h8 36.Bf1-c4+, in the game the bishop doesn't need to leave its starting square.

31.Rh6-h8+ Ke8-e7
32.Rh8-h4

Black resigned, as after 32...Bg4-e6 33.d5xe6 Ke7xe6 34.Rh4-h6+, he is a pawn down with a bad position.



Yang-Fan Zhou - S. Collins
4NCL 2013

13.Qe2-e4 f7-f5
This meets with an unexpected riposte. 13...Nd5-b6 should have been played.

14.e5xf6 Qe7xe4
15.f6xg7

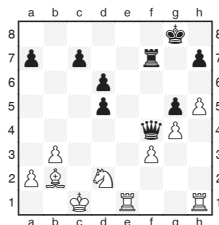
Sam assumed White would recapture the queen. 15.Nd2xe4 Nd5xf6 is roughly equal, but instead White will acquire a lot of wood for the queen.

15... Qe4-g4
15...Qe4-f4 was a bit better, as Yang-Fan now gets to make some useful pawn moves with tempo.

16.g7xf8Q+ Ra8xf8
17.f2-f3 Qg4-g5
18.h2-h4 Qg5-f4
19.c4xd5 Ba6xf1
20.Rd1xf1 Rf8-f5

Black's king is too vulnerable for this active idea, 20...c6xd5 was better. 21.Rf1-e1 c6xd5 21...Rf5xd5 22.Re1-e2 followed by Rh1-e1 leaves Black's king in a spot of bother.

22.g2-g4 Rf5-f7
23.h4-h5 g6-g5



24.h5-h6
The calm pawn-advance creates more difficulties.

24... Qf4-b4
24...c7-c5 25.Bb2-g7 shows the point of White's last two moves.

25.Rh1-h5 d5-d4
26.Rh5xg5+
26.Re1-e8+ Rf7-f8 27.Rh5xg5+ Kg8-f7 28.Re8-e4 was even stronger.

26... Kg8-f8
27.Re1-e4 Rf7-e7
27...c7-c5 28.Re4-e6 is little better.

28.Bb2xd4 Re7xe4
29.Bd4-g7+ Kf8-e8
30.f3xe4 a7-a5
31.a2-a4 c7-c5
32.Bg7-b2 Ke8-f8
33.Rg5-g7 c5-c4
34.b3xc4 Qb4xa4
35.Rg7xh7 1-0