



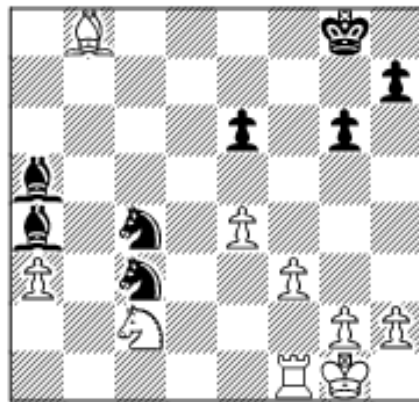
## Two Sad Knights and a Valiant One

One of the chessclubs in the holy village Wijk aan Zee, where the Corus tournament is held every year, bears the name *Het Paard van Ree*, Ree's Knight. The name was chosen, many years ago, not to honor but to mock me, being inspired by a move I made that still fills me with disgust.

In 1970 I played a game in Wijk aan Zee against the Finnish grandmaster Heikki Westerinen.

### *Hans Ree • Heikki Westerinen, Wijk aan Zee, 1970*

1. d2•d4 Ng8•f6 2. c2•c4 g7•g6 3. Nb1•c3 Bf8•g7 4. e2•e4 d7•d6 5. f2•f3 0•0 6. Bc1•e3 Nb8•c6 7. Ng1•e2 Rf8•e8 8. Qd1•d2 Ra8•b8 9. a2•a3 a7•a6 10. b2•b4 Nf6•d7 11. Ra1•d1 b7•b5 12. c4xb5 a6xb5 13. d4•d5 Nc6•e5 14. Ne2•d4 Nd7•b6 15. Bf1xb5 Bc8•d7 16. Qd2•e2 Rb8•a8 17. Rd1•a1 e7•e6 18. d5xe6 f7xe6 19. 0•0 c7•c6 20. Bb5•a6 c6•c5 21. b4xc5 d6xc5 22. Nd4•c2 Ra8xa6 23. Qe2xa6 Ne5•c4 24. Be3xc5 Bg7xc3 25. Ra1•b1 Bc3•a5 26. Qa6•a7 Qd8•g5 27. Bc5•d4 Re8•a8 28. Qa7•b7 Nc4•d6 29. Qb7•c7 Nd6•b5 30. Qc7•e5 Qg5xe5 31. Bd4xe5 Nb6•c4 32. Be5•f4 Nb5•c3 33. Rb1•b8+ Ra8xb8 34. Bf4xb8 Bd7•a4



Westerinen has outplayed me both in the opening and in the middlegame. After 35. Nb4 Nxa3 White's position would be bad, but resistance would still be possible. Instead I played the horrible 35. Nc2•a1 and the Knight would stay there till the end of the game, which came soon.

35...Nc3•d1 36. Bb8•f4 Ba5•b6+ 37. Kg1•h1 Nd1•f2+ 38. Kh1•g1 Nf2xe4+ 39. Kg1•h1 Ne4•f2+ 40. Kh1•g1 Nf2•d3+ 41. Kg1•h1 Nd3xf4 42. Rf1•c1 Nc4•e3 43. Rc1•c8+ Kg8•g7 44.

Rc8•a8 Ba4•d1 45. a3•a4 Ne3xg2 46. a4•a5 Bd1xf3 White resigned.

The local chessplayers had so much fun with my Knight on a1 that they named their club after it, so that I would be reminded of it till the end of my days.

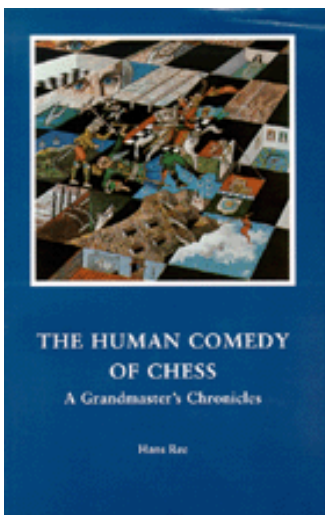
By the way, though Heikki Westerinen is a gentle person who wouldn't harm a soul except by beating him in chess, he was involved in two events that were traumatic

COLUMNISTS

## Dutch Treat

Hans Ree

*The Human Comedy  
of Chess*



by Hans Ree

for me. The first one you have just seen.

Eight years later, at the olympiad in Buenos Aires in 1978, I broke my leg during a party in Heikki's hotel room, which taught me that moderate drinking during a stressful tournament may be alright, but that one shouldn't try to keep up with the Finnish.

The party went on, while I was lying on the floor, unable to move. One of the merrymakers still had the presence of mind to call the captain of the Dutch team Frans Kuijpers, who had gone to sleep much earlier, but immediately came to rescue me. He knocked at the door and was let in by Heikki, who said: "Of course it is terrible what happened here, but what do you want to drink?" First things first.

A traumatic event, such as my move 35. Na1, may sharpen the eye. I noticed that this year in Group C of the Corus tournament in the game Jonkman - Zhukova a white Knight was exiled to a1 for 14 moves. Contrary to my own Knight it managed to come back into the game, but only when it was already too late.

I think the pranksters of the Wijk aan Zee chessclub should go with the times and rename their club after a young and fresh grandmaster, *Het Paard van Jonkman*, Jonkman's Knight.

After these two Knights of the mournful countenance, it is refreshing to see a game from the Corus tournament in which the inimitable Alexander Morozevich sent his Knight on a long journey, Ng8-e7-f5-g7-e6-c5-e4-f2, to deliver a crushing blow.

### ***Ivan Sokolov • Alexander Morozevich, Wijk aan Zee 2005***

**1. d2•d4 d7•d5 2. c2•c4 e7•e5** This dubious gambit came as no surprise to Sokolov, for Morozevich had already used it last year to beat Gelfand.

**3. d4xe5 d5•d4 4. Ng1•f3 Nb8•c6 5. Nb1•d2** Sokolov avoids the main line that starts with 5. g3

**5...Ng8•e7 6. Nd2•b3 Ne7•f5 7. a2•a3 Bf8•e7 8. g2•g3 a7•a5 9. Qd1•d3 a5•a4 10. Nb3•d2 h7•h5 11. Bf1•h3 g7•g6 12. Nd2•e4 h5•h4**

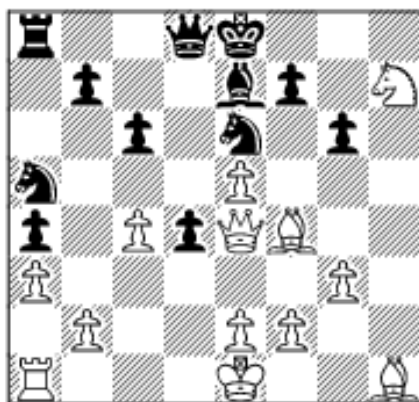


One is reminded of Bent Larsen, who often pushed his a- and h-pawns at the first opportunity. White should play 13. g4 now, after which Black would have very little compensation for his pawn.

**13. Bc1•f4 h4xg3 14. h2xg3 Nf5•g7** Black could regain his pawn by 14...Nxc3. Why didn't he do it? The only reason I can think of is that Morozevich always disdains the obvious.

**15. Bh3•g2 Rh8xh1+ 16. Bg2xh1 Bc8•f5 17. Nf3•g5 Nc6•a5 18. Qd3•f3 Ng7•e6 19. Ng5•h7** Both players vie for originality, but White's Knight will stay here till the end of the game, when it will be trapped.

**19...Bf5xe4 20. Qf3xe4 c7•c6**

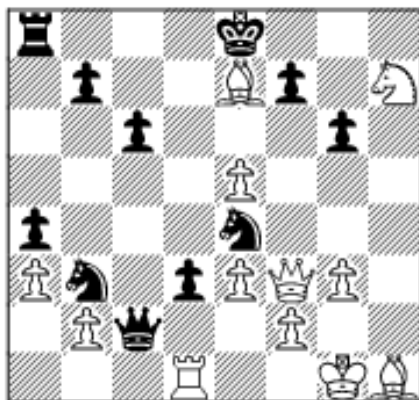


White's pieces are badly coordinated, but after the normal move 21. Rc1 he might still be alright.

**21. e2•e3** A strange move. White must have missed something, but what?

**21...Na5•b3 22. Ra1•d1 Qd8•a5+ 23. Ke1•e2 Ne6•c5** Black's pieces jump out of their boxes and White is lost.

**24. Qe4•g2 Qa5•a6 25. Ke2•f1 Qa6xc4+ 26. Kf1•g1 Qc4•c2 27. Qg2•f3 d4•d3 28. Bf4•g5 Nc5•e4 29. Bg5xe7**



**29...Ne4xf2 30. Qf3xf2 Qc2xd1+ 31. Kg1•g2 Qd1•c2 32. Be7•d6 0•0•0 33. Kg2•g1 Qc2xf2+ 34. Kg1xf2 Rd8•h8** White resigned.

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