



## COLUMNISTS

*Dutch Treat*

Hans Ree



CHESSTHEATRE

Play through and download the games  
from [ChessCafe.com](http://ChessCafe.com) in the [DGT](#)  
[Game Viewer](#).

[The Complete](#)  
[DGT Product Line](#)

## The Villain's Club

A friend of mine, who often travels by train, occasionally permits himself when his ticket is checked, to present instead of his regular railway card his Donald Duck Club Card, by way of experiment. In fact the experiment can be closed, for he knows already exactly what will happen.

When the conductor is a man, he grins, says something like "That's perfectly fine sir, and I hope you'll have a nice trip" and he goes on to attend to other passengers.

A woman conductor however knows chalk from cheese, she becomes angry and threatens to call the railway police.



I too am the proud bearer of a Donald Duck Club Card, like all subscribers to the Dutch weekly Donald Duck, but until recently I didn't know that it could be so useful for an investigation of the differences between men and women. So, not a bad word about Donald Duck from me.

About a month ago the Dutch newspapers reported that the civil servants of the Ministry of Justice were to be denied access to Wikipedia on the department's computers. The reason was that they had spent time at the office changing Wikipedia articles, instead of performing their regular duties. Now with Wikiscan this is out in the open, for everyone to see, and it may look a bit silly to Dutch taxpayers, who want their civil servants to work hard.

What exactly had they done? More or less by accident I came to visit a website which gave a list of 493 changes made by the Ministry of Justice to articles from the Dutch Wikipedia. Eleven of these were about characters from the Donald Duck weekly, with an understandable preference for the article about the Villain's Club, which had been changed five times.

It is a club of a wolf, a bear, a fox, a weasel and a buzzard who spend most of their time plotting mischief.

Wouldn't it be better if our Ministry of Justice were to concentrate on real villains? On the other hand, correct information is always welcome, even if it's only about Walt Disney villains.

The most remarkable thing about the list of changes made by these Dutch civil servants was the great love of chess they were shown to possess. From the 493 changes more than a hundred were made to articles about chess. I haven't checked them all, but a small random sample showed me that this was not a revisionist manipulation of history. All the changes I saw were innocent and often useful corrections or additions.

Now that the civil servants are not allowed to make their corrections anymore, at least not at the Ministry's computers, they should find a substitute pastime and luckily there is a recent magazine issue that combines their two passions: chess and Donald Duck.

The *Motiefgroep Schaken*, a Dutch society of chess collectors, published a special issue of its magazine *De Schaakkoerier*, devoted to chess in the comics. One sees Donald Duck at chess – well, actually one sees him with his head banged through a chessboard by an angry Daisy Duck – and also members of the Villain's Club. It is a nice issue, not only for civil servants.

I wondered if there is a game that can be called the immortal civil servant's game. Alekhine and Capablanca were civil servants at some period of their lives, but I don't think they really qualify.

I will not say that the following game is an immortal, but it has been played by two men who were civil servants for the greatest part of their professional life; Alexander as an intelligence officer and Olafsson as a lawyer for the Icelandic Ministry of Justice (though not yet at the time of this game) and later as the Speaker of Parliament, which is not a political function in Iceland.

Both were highly competent and respected at their jobs, but then, there was no Wikipedia yet to distract them.

***Fridrik Olafsson - Conel Hugh O'Donel Alexander***  
Hastings 1956/57

**1.c2-c4 e7-e5 2.Nb1-c3 Nb8-c6 3.Ng1-f3 Ng8-f6 4.d2-d3 d7-d5 5.c4xd5 Nf6xd5 6.g2-g3 Bf8-e7 7.Bf1-g2 Bc8-e6 8.0-0 0-0 9.a2-a3 Be7-f6 10.Nc3-e4 h7-h6 11.b2-b4 Be6-f5 12.b4-b5 Bf5xe4** Almost forced, for after 12...Nd4 13.Nxf6+ Qxf6 14.Bb2 White would have some pressure.

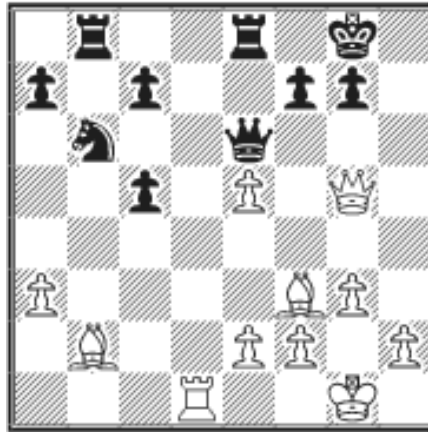
**13.b5xc6 Be4xf3 14.Bg2xf3 b7xc6** White's position would be fine were it not for the annoying possibility 15...e4, which is hard to prevent. After 15.Bb2 Black would have (if he wants it) 15...Rb8 16.Rb1 Rxb2 17.Rxb2 e4 18.dxe4 Bxb2, which is drawish. Therefore White gives an exchange.

**15.Bc1-d2 e5-e4 16.d3xe4 Bf6xa1 17.Qd1xa1 Nd5-f6** White has good compensation, but maybe not more than that.

**18.Rf1-d1 Qd8-c8** 18...Qe7 looks more logical, but then White has (if he wants it) 19.Bb4 c5 20.e5 Nd7 21.Bxa8, drawish again. Obviously they are both playing for a win.

**19.Bd2xh6 Qc8-e6 20.e4-e5 Nf6-d5 21.Bh6-c1 Ra8-b8 22.Qa1-d4 Rf8-e8 23.Bc1-b2 c6-**

**c5 24.Qd4-d2 Nd5-b6 25.Qd2-g5** Once again it can be said that White has good compensation, but maybe not more.



**25...Qe6-b3** But this is wrong. Black should keep the queen where it was.

**26.Rd1-d2 Re8-e6** The humble retreat 26...Qe6 may be best here.

**27.Bf3-e4 c7-c6** They had the classical time control (the real one, not the accelerated one that nowadays goes under the name 'classical'), it's only move 27, but nevertheless Black must have been in time trouble, for now White has a forced mate. With 27...Qb5 Black could have defended himself, for the time being.

**28.Rd2-d8+ Re6-e8 29.e5-e6 Qb3xb2 30.e6xf7+ Kg8xf7 31.Qg5-g6+ Kf7-f8 32.Qg6xe8** mate.

 [TOP OF PAGE](#)

 [HOME](#)

 [COLUMNS](#)

 [LINKS](#)

 [ARCHIVES](#)

 [ABOUT THE CHESS CAFE](#)

[\[ChessCafe Home Page\]](#) [\[Book Review\]](#) [\[Columnists\]](#)

[\[Endgame Study\]](#) [\[The Skittles Room\]](#) [\[Archives\]](#)

[\[Links\]](#) [\[Online Bookstore\]](#) [\[About ChessCafe.com\]](#) [\[Contact Us\]](#)

© 2007 CyberCafes, LLC. All Rights Reserved.

"**ChessCafe.com®**" is a registered trademark of Russell Enterprises, Inc.