

Winning Chess Combinations

Skewer (chess)

lower-valued piece to intervene. Chess tactics Fork Pin X-ray Reinfeld, Fred (1955), 1001 Winning Chess Sacrifices and Combinations, Sterling Publishing Co.,

In chess, a skewer is an attack upon two pieces in a line and is similar but opposite to a pin; the difference is that in a skewer, the more valuable piece is the one under direct attack and the less valuable piece is behind it. The opponent is compelled to move the more valuable piece to avoid its capture, thereby exposing the less valuable piece which can then be captured (see chess piece relative value). Only riders (i.e., bishops, rooks, and queens) can skewer; kings, knights, and pawns cannot.

Combination (chess)

Rxc2. Chess tactics Zwischenzug Stepanov-Romanovskij Bibliography “What is a Chess Combination?” by Edward Winter Chernev, Irving (1960), Combinations: the

In chess, a combination is a sequence of moves, often initiated by a sacrifice, which leaves the opponent few options and results in tangible gain. At most points in a chess game, each player has several reasonable options from which to choose, which makes it difficult to plan ahead except in strategic terms. Combinations, in contrast to the norm, are sufficiently forcing that one can calculate exactly how advantage will be achieved against any defense. Indeed, it is usually necessary to see several moves ahead in exact detail before launching a combination, or else the initial sacrifice should not be undertaken.

Chess Informant

often with more extensive annotations. Each issue since Chess Informant 5 has included a combinations section with problems from recent play. A similar endings

Chess Informant (Serbian: Šahovski Informator) is a publishing company from Belgrade, Serbia, that periodically (since 2012, four volumes per year) produces volumes of a book entitled Chess Informant, as well as the Encyclopaedia of Chess Openings, Encyclopaedia of Chess Endings, Opening Monographs, other print publications, and software (including electronic editions of most print publications). Aleksandar Matanović and Milivoje Molerović founded the company in 1966 for the purpose of offering the rest of the world the sort of access to chess information enjoyed by Soviet players. The company has sold three million books in 150 countries, according to its website.

Chess Informant published two issues per year in 1966–1990, three issues per year in 1991–2011 and four issues per year since 2012...

Chess aesthetics

of No Chance. Cambridge University Press. Sukhin, I. (2007). Chess Gems: 1000 Combinations You Should Know, Mongoose Press, Massachusetts, USA. ISBN 978-0-9791482-5-5

Chess aesthetics or beauty in chess is the aesthetic appreciation of chess games and problems, by both players and composers. This is evident, for example, in brilliancy prizes awarded to some games in certain tournaments and also in the world of chess composition. There are many books published featuring chess problems or puzzles that emphasize its aesthetic aspect. One of the earliest is from the 9th century AD. Aesthetics in chess can be both a source of pleasure for humans and also instruction, as compositions or games featuring it typically illustrate original ideas or new instantiations of old ones. A good chess problem composer, however, is not necessarily a good player.

Factors about a game or move sequence (also referred to as a combination) that might cause it to be regarded as 'brilliant...

Chess annotation symbols

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When annotating chess games, commentators frequently use widely recognized annotation symbols. Question marks and exclamation points that denote a move as bad or good are ubiquitous in chess literature. Some publications intended for an international audience, such as the Chess Informant, have a wide range of additional symbols that transcend language barriers.

The common symbols for evaluating the merits of a move are "??", "?", "?!", "!?", "!", and "!!". The chosen symbol is appended to the text describing the move (e.g. Re7? or Kh1!?); see Algebraic chess notation.

Use of these annotation symbols is subjective, as different annotators use the same symbols differently or for a different reason.

Draw (chess)

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In chess, there are a number of ways that a game can end in a draw, in which neither player wins. Draws are codified by various rules of chess including stalemate (when the player to move is not in check but has no legal move), threefold repetition (when the same position occurs three times with the same player to move), and the fifty-move rule (when the last fifty successive moves made by both players contain no capture or pawn move). Under the standard FIDE rules, a draw also occurs in a dead position (when no sequence of legal moves can lead to checkmate), most commonly when neither player has sufficient material to checkmate the opponent.

Unless specific tournament rules forbid it, players may agree to a draw at any time. Ethical considerations may make a draw uncustomary in situations...

Pawnless chess endgame

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A pawnless chess endgame is a chess endgame in which only a few pieces remain, and no pawns. The basic checkmates are types of pawnless endgames. Endgames without pawns do not occur very often in practice except for the basic checkmates of king and queen versus king, king and rook versus king, and queen versus rook. Other cases that occur occasionally are (1) a rook and minor piece versus a rook and (2) a rook versus a minor piece, especially if the minor piece is a bishop.

The study of some pawnless endgames goes back centuries by players such as François-André Danican Philidor (1726–1795) and Domenico Lorenzo Ponziani (1719–1796). On the other hand, many of the details and recent results are due to the construction of endgame tablebases. Grandmaster John Nunn wrote a book (Secrets of Pawnless...

Desperado (chess)

ISBN 978-90-5691-168-3 Bouwmeester, Hans (1977), "3 Desperado Combinations and Intermediate Moves", Winning Chess Combinations, Batsford, ISBN 0-679-50729-9 McDonald, Neil

In chess, a desperado is a piece that is (in the first meaning) either en prise or trapped, but captures an enemy piece before it is itself captured in order to compensate the loss a little, or (in the second meaning) is used as a sacrifice that will result in stalemate if it is captured. The former case can arise in a situation where both sides have hanging pieces, in which case these pieces are used to win material prior to being captured. A desperado in the latter case is usually a rook or a queen; such a piece is sometimes also called "mad" or "crazy" (e.g. crazy rook).

List of chess games

of notable chess games sorted chronologically. 1475: Francesc de Castellví vs. Narcís de Vinyoles, Valencia 1475. The first documented chess game played

This is a list of notable chess games sorted chronologically.

Winning Chess Combinations

Chess

Brilliant combinations – such as those in the Immortal Game – are considered beautiful and are admired by chess lovers. A common type of chess exercise

Chess is a board game for two players. It is an abstract strategy game that involves no hidden information and no elements of chance. It is played on a square board consisting of 64 squares arranged in an 8x8 grid. The players, referred to as "White" and "Black", each control sixteen pieces: one king, one queen, two rooks, two bishops, two knights, and eight pawns, with each type of piece having a different pattern of movement. An enemy piece may be captured (removed from the board) by moving one's own piece onto the square it occupies. The object of the game is to "checkmate" (threaten with inescapable capture) the enemy king. There are also several ways a game can end in a draw.

The recorded history of chess goes back to at least the emergence of chaturanga—also thought to be an ancestor...

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