

TARRANT COUNTY CHESS NEWSLETTER

Alliance Chess Club

Tuesdays, La Madeleine's, N. Tarrant Parkway 6:30-Close

Arlington Chess Club

Thursdays, Social Bakehouse Café, Arlington 6:30-8:30

Fort Worth Chess Club

Saturdays, Southwest Regional Library 1:00-6:00

Tarrant County Chess Club

Tuesdays, Barnes & Noble, Hurst 6:30-10:00

Combinations

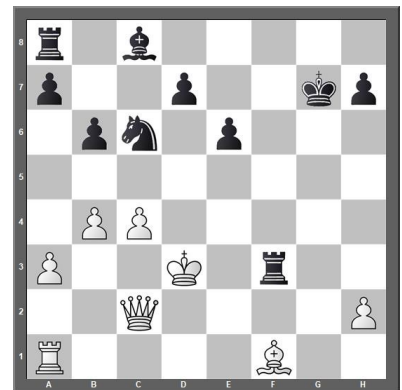
In Chess, a **combination** is a sequence of moves, often initiated by a sacrifice, which leaves the opponent few options and results in tangible gain. At most points in a chess game, each player has several reasonable options from which to choose, which makes it difficult to plan ahead, except in terms that are strategic. 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 would not be undertaken.

A combination is usually built out of two or more fundamental chess tactics such as forks, pins, skewers, undermining, discovered attacks, etc. Thus a combination is usually at least three moves long, but the longer it takes to recoup the initial sacrifice, the more impressive the combination. The position below from a game between G. Stepanov

and Peter Romanovsky begins a combination which illustrates several forks and skewers.

Black has just played **1... Rxf3+**. Retreating with **2.Ke2** would allow **2...Nd4+**, a *royal fork* attacking both White's king and queen and winning the queen. Similarly, **2.Kd2** would allow **2...Rf2+** (skewering the white king and queen) **3.Be2 Rxe2+** **4.Kxe2 Nd4+**, again winning the queen. White accordingly chose **2.Ke4**, but after **2... d5+** resigned. White still could not take the black rook without losing his queen, but the alternative **3.cxd5 exd5+** **4.Kxd5 Be6+** would leave White with no good defense. Taking the bishop with **5.Kxe6** allows the long-threatened fork **5...Nd4+**, while taking the knight with **5.Kxc6** allows the skewer **5...Rc8+** followed by **6...Rxc2**. Retreating with **5.Ke4** permits the black bishop to skewer the white king and queen with **5...Bf5+**, so White has only one option left: **5.Kd6**.

After **5.Kd6**, Black would have played **5...Rd8+**. White couldn't take the bishop or the knight for exactly the same reasons as before (after **6.Kxe6 Nd4+** **7.Ke7**, Black comes out a rook ahead with **7...Nxc2** **8.Kxd8 Nxa1**), which leaves one legal move, namely **6.Kc7**, but then **6...Rf7+** absolutely forces the white king to take the black knight, allowing the skewer **7...Rc8+** followed by **8...Rxc2**.



Source: Wikipedia

Combination Themes

The *Encyclopedia of Chess Combinations* (5th Edition) breaks down Chess Combinations into 10 general themes:

- A. Annihilation of Defence
- B. Blockade
- C. Clearance
- D. Deflection
- E. Discovered Attack
- F. Pinning
- G. Demolition of Pawn Structure
- H. Decoy
- I. Interference
- J. Double Attack

Upcoming Events for Tarrant County

September 8

Arlington Chess Open 36

September 22

Many Springs 114

September 29-30

2018 Texas Armed Forces and Military Veterans Open Chess Championship



Combination Theme Examples

<p>Annihilation of Defence W</p> <p>1. Qx14! Bx14 2. Rxx15!</p>	<p>Blockade W</p> <p>1. Qx17! Kx17 2. Rh5+ Kg8 3. Ng6!</p>	<p>Clearance B</p> <p>1... Nxx3+! 2. gx13 Rg4+!</p>	<p>Deflection B</p> <p>1... Qh4! 2. Rg2 Qxh2+!</p>	<p>Discovered Attack B</p> <p>1... d5! 2. Bxx5 Qxc3+!</p>
<p>Pinning W</p> <p>1. Nc5! Dxc5 2. Bf4! Bd6 3. Bx08 Rh6 4. Qxd7+!</p>	<p>Demo. of Pawn Struct. W</p> <p>1. Bxg6! f5g6 2. Qh6 Kf7 3. Qxh7+ Ke6 4. Qxg6+ Bf6 5. Bxf6 Qxf6</p>	<p>Decoy B</p> <p>1... Qxh3+! 2. Kxh3 Ne3+ 3. Kh4 Nf3+ 4. Rh3 Bg4#</p>	<p>Interference W</p> <p>1. Re1! Qxe7 2. Qd5+-</p>	<p>Double Attack W</p> <p>1. Bf7 Qxe2 2. Bxh6#</p>

Interactive Combination Training

There are a couple very nice tools available for Combination training.



The first, now in its 6th edition is called **CT-Art** (Chess Tactics Art). It is based on the book *Combinative Motifs* by Maxim Bloch. There are older stand-alone versions of **CT-Art** available for older Windows Operating Systems (there is even a Windows Mobile Version available). You can also find a version available for a course from within the Peshka Chess Training Interface. However, the latest, and recommended, version is online and can be found with many other courses at <https://learn.chessking.com>.

You can also get a ChessBase/PGN versions the aforementioned Encyclopedia of Chess Combinations book which has been broken down into separate themes and difficulty so that you can study however you wish. I recommend using PGNs with the iChess app, which is available for iPhone and iOS devices. You can also find an online version of the course at <https://learn.chessking.com>.

FYI: <https://learn.chessking.com> is an online Chess Course subscription and purchasing service. Purchase **Chess King** for PC/Mac, you get free access time (includes CT-Art 6.0), dependent up on the version you purchase. **Note:** Encyclopedia of Chess Combination access is NOT free for any version. Android/iOS apps available too.

Learn More About Chess Combinations

On the Web:

TheChessWorld.com: **10 Most Amazing Chess Combinations Ever**
 iChess.net Blog: **8 Incredible Chess Combinations**
 iChess.net Blog: **Garry Kasparov's Top 5 Combinations**

Books:

Encyclopedia of Chess Combinations (5th Edition)
 By Chess Informant Editorial Team
Chess: 5334 Problems, Combinations and Games
 By Lazlo Polgar
The Art of Chess Combination
 By Eugene Znosko-Borovsky
Combinative Motifs
 By Maxim Bloch

Videos: (also check out YouTube!)

From iChess.net
How to Visualize of Chess Combinations
 By Dr. Danny Kopec
Bobby Fischer's Most Instructional Games and Combinations
 By Susan Polgar
Improve Your Combinational & Tactical Skills
 By GM Roman Dzindzichashvili
Killer Combinations
 By GM Damian Lemos