

# A Proper Thought Process

## 8 Simple things that will improve your chess game results;

- Be systematic and use the same technique before each move
- Train yourself on how to look at the chessboard
- Train how to see things and what to pay attention to the most

### 1. Search for specific threats

Key questions:

Is my King in danger? What are my opponent's threats? What if anything did his last move threaten? Are any of my pieces or squares unprotected?

### 2. Rank the severity of the threat

Key questions:

Is the threat real or valid? Can I ignore it? Can I nullify his threat by creating a stronger threat of my own?

### 3. Focus your response against the threat with the greatest degree of harm if ignored or not prevented

Key question:

Which threat is the most harmful if not prevented?

### 4. Search for Candidate Moves

Key questions:

Which candidate move best responds to the threat?

Does the move if executed, create even more serious threats?

### 5. Execute the move in your head

Key questions

How does this move alter the position on the board? Does the piece chosen to move currently perform a vital function? What structural changes on the board occurred because of the move?

### 6. Blunder check

Conduct a post reconnaissance of the position after the chosen candidate move is mentally executed. If reconnaissance yields a bigger harm as a result of the move, repeat steps 5 – 7 until a safe move is found.

If you do not find any threats you should look at the board and survey the position to gather key data elements. This reconnaissance will help you create a plan.

## **7. Reconnaissance**

Initiate a broad survey of the position to gather key data elements.

Key questions:

- Which pieces are undefended?
- Which squares are weak?
- King safety, yours and opponent's
- What are the imbalances, better minor piece, pawn structure, open files, space, development.
- Any of your pieces undeveloped or need repositioning?

## **8. Have a Plan**

A simple plan can be just 3 or 4 moves, for example repositioning a Knight to a central outpost. Or launching a pawn storm against the enemy King. Etc.

Create fantasy positions by air lifting your pieces and place them on their best squares as a unit. Then calculate to see if your opponent can refute your fantasy position. Think schematically and use your pieces as a collective unit.