

Game of the Week 2nd February 2022 – Analyse your own tournament

This small text is accompanying the lesson on www.killerchesstraining.com on 2/2/2022.

In preparation for this lesson, I have briefly analysed all of the games Nicholas Matta played in a Charlotte IM-round robin in the summer of 2021. In the lesson we will be debating these findings.

I have created a list of 15 positions that you could choose to think about yourself before watching the class on repeat. Find them here:

Below we will look at the following topics: **1) How to make conclusions upon your games after playing a tournament, 2) The four types of decisions and 3) Time management.**

1) How to make conclusions upon your games after playing a tournament

There are many ways to make use of the games you have played in a tournament to improve your game. The most common one is to analyse them so you understand more than what you emotionally thought. Often our emotions and reality are not overlapping.

My suggestion for analysing the games is just a suggestion, but anyway, here it goes:

- 1) Talk to your opponent about the game afterwards. Even if just briefly.
- 2) Put what you saw and what you talked to your opponent about into Chessbase at the end of the day.
- 3) Analyse the game with an engine after the tournament.
- 4) Don't be worried if you do things in a different order or skip steps.
- 5) If you have a trainer, the best time to involve him is late in the process. Get used to doing your own job!

After you have analysed all the games carefully, you want to draw some conclusions. Find a lot of questions you can ask yourself.

- a) What type of mistakes did I make?
- b) How well did I do in the opening?
- c) Did you improve your game into the middlegame?
- d) Did your positions improve at the end of the middlegame?
- e) How was your time management?
- f) What type of positions did you make mistakes in?
- g) What type of pieces did you make mistakes with?
- h) Did your position on average improve or not after exchanges?

2) The four types of decisions

- 1.1) Automatic decisions – where there is only one move. Check for alternative candidates.
- 1.2) Simple decisions – where there is little to calculate and you are trying to improve your position. Intuitive decisions mixed with candidates and potentially the three questions.
- 1.3) Critical Moments. When the difference between the best and the second best move is likely to be great and the position is sharp. For example, all your pieces are in play and you play for dynamics. There is a tactical shot. You have been the victim of a tactical shot. And so on...
- 1.4) Complex Decisions. When the position cannot be solved, but also requires more effort than an intuitive decision. Use everything from your toolbox.

3) Time management

This is just one view/approach!

Automatic decisions have to be played relatively quickly. But not too quickly.

Simple decisions have to be played quickly, 3-5 minutes in most cases.

Make sure you have time for critical moments.

If you are under 2300, it is unlikely that you need to worry about complex decisions and time management.