

Chess

February 7, 2021

1 Openings

Remark 1. In response to he's been aggressive with sicilian and winning: Lately he's a little bit of a mirror. Showing your stupidity to opponents.

2 Middle Games

Remark 2. Tactics flow from superior position. Squeeze your opponent. Don't give opportunity for chances

3 Endgames

Remark 3. Need to sometimes be constrictor like, not greedy in endgame with pawns. In general endgame is very scary, want to work on. See

<https://www.chess.com/a/QuDi3FgiXAX8>

Remark 4. Endgame principles: Keep king closer to pawn mass than opponents. Get pawns as far forward as possible

4 Tactics

Remark 5. Getting a pawn down its file to pressure opposing king extremely powerful.

<https://www.youtube.com/watch?v=cevjjS9w0vM>

Giri converts to a miraculous win against dominant bishop

Remark 6. When finding a tactic always look for the counterplay.

Remark 7. Want instincts to align with best practice. Especially in tactics trainer. Reduces need for computation. Also improve computation speed.

Remark 8. A game of good tactics, positioning, and distraction:

<https://www.chess.com/analysis/game/live/6409188506>

Remark 9. For tactics, look for forcing moves.

5 Strategy

Remark 10. Getting a pawn down its file to pressure opposing king extremely powerful.

<https://www.youtube.com/watch?v=cevjjS9w0vM>

Giri converts to a miraculous win against dominant bishop

Remark 11. Don't give value to opponents pieces useless pieces.

Remark 12. I give up center control too easily.

6 Good Games

Remark 13. An intuitive attacking game played on throwaway:

<https://www.chess.com/analysis/game/live/6463844155?tab=analysis>

Remark 14. Smooth game with new sicilian: stops e4 push.

<https://www.chess.com/analysis/game/live/6460562753?tab=analysis>

Remark 15. Apparently a very accurate game against high level opponent. Feels like messed up in endgame with pawn sequences:

<https://www.chess.com/analysis/game/live/6460848543?tab=analysis>

A similar one(lower level):

<https://www.chess.com/analysis/game/live/6461016488?tab=analysis>

Remark 16. Need to sometimes be constrictor like, not greedy in endgame with pawns. In general endgame is very scary, want to work on. See

<https://www.chess.com/a/QuDi3FgiXAX8>

Remark 17. Don't lose the game in your desire to win.

<https://www.chess.com/a/2YpuPr2bxXAX8>

Remark 18. Example of punishing aggressive queen: Great tradeoff positionally for less material:

<https://www.chess.com/a/357WvmXNEXAX8>

Example 1. Back and forth game between Giri and Firouzja Tata Steel 2021:

<https://www.youtube.com/watch?v=0H9QLP5giAA>

Remark 19. A game of good tactics, positioning, and distraction:

<https://www.chess.com/analysis/game/live/6409188506>

Remark 20. Talk about a clean game:

<https://www.chess.com/a/Gzp6PJxWXAX8>

Remark 21. My first brilliant move!:

<https://www.chess.com/a/2BfrDrz2JXAX8>

Remark 22. A blunder free game with weak positional moves:

<https://www.chess.com/analysis/game/live/6409740211?tab=analysis>

Remark 23. A complicated blunder filled game:

<https://www.chess.com/a/CbAJ8Wm4XAX8>

To Analyze:

Remark 24. Backrank pawns are massive!!!

<https://www.chess.com/puzzles/problem/1227605>

Remark 25. A beautiful positional/material tradeoff emerged:

<https://www.chess.com/a/36gbqDERtXAX8>

After analysis apparently not that good?

Remark 26. The nastiest checkmate I've ever given:

<https://www.chess.com/analysis/game/live/6441231672?tab=analysis>

Remark 27. Sharp tactic game:

<https://www.chess.com/analysis/game/live/6442135074?tab=analysis>

Remark 28. Playing more interesting games:

<https://www.chess.com/analysis/game/live/6443227668?tab=analysis>

Remark 29. Really shouldn't have resulted in a pawn structure that lead to a passed pawn for opponent

<https://www.chess.com/analysis/game/live/6443636791?tab=analysis>

Remark 30. Insane game with no pawn captures:

<https://www.chess.com/analysis/game/live/6448761849?tab=analysis>

The whole game I slowly let myself get backed into a corner

Remark 31. Try to use pawns to restrict play more

Remark 32. Need to exploit weakness:

<https://www.chess.com/analysis/game/live/6449777852?tab=analysis>

When opponent exposes weakness(structural) need to identify and exploit.

Remark 33. What's better than e6 in modern? It was good in this game:

<https://www.chess.com/analysis/game/live/6451734999?tab=analysis>

It allowed me to challenge center and break open for rook without weakening pawns too much

Remark 34. Complete dominance:

<https://www.chess.com/analysis/game/live/6453705068?tab=analysis>

7 Position vs. Aggression

Remark 35. When I don't feel like being profalactic play aggressively. When I do play wel

Remark 36. If I'm feeling lazy, simplify and try to play conservatively. Be somewhat aggressive but not comittally

Remark 37. Example of punishing aggressive queen: Great tradeoff positionally for less material:

<https://www.chess.com/a/357WvmXNEXAX8>

8 Book Recommendations

Remark 38. Devoretsky's endgame manual: recommendation

9 Visualizing

Remark 39. Visualization trick: don't look at board.

10 Uncategorized

Remark 40. Don't make silly mistakes

Remark 41. Want to compute faster somehow. Spend more time computing when it's not my turn. To compute efficiently think ADVERSARIALLY (what does my opponent want?)

Remark 42. Can't be tunnel visioned.

Remark 43. Don't mentally slack when ahead. Be ruthless

Remark 44. At least for now, while I'm developing intuition, mitigate unnecessary risks. Don't make moves that worsen my position

Remark 45. Don't worsen your position. Find tactics. Have a plan

Remark 46.

Remark 47. Protect your king sufficiently. don't leave open to checks with tempo when attacking. Watch for poisoned pawns. Play for time when need be

Remark 48. Calculate things through. Most people really have no idea what they're doing and just go through hoping it works

Remark 49. Principles of least effort chess (and in general least effort whatever). Key is to put in minimal effort/ reps while still getting benefit/preventing burnout. Do as much as I can with as little exposure

Tactic/improve chess. Keep improving while taking advantage of tactics when possible. Easier to not think about grand strategy. When possible incorporate strategy. Prevent positional corruption until conversion

Remark 50. Should play good game against computer to improve "good" moves. Correct weak play. Can also learn openings this way

Remark 51. Losses are opportunities for learning/improvement. Review carefully and try again. Example: Note how I could have continued my kingside attack but didn't:

<https://www.chess.com/a/2qqkNdNvJXAX8>

Remark 52. If I can perform when I'm burned out then I should always be able to perform. Note: difference between burnout and imbalance(I do well when I'm feeling good. Key is to not let losing streak make me feel bad).

Remark 53. It seems I really need to warm into chess(or at least tactics trainer) to remind myself of proper mindset. Effect seems to wear off pretty quickly(like doing deep math). Also if unable to put in prerequisite thought because of distraction, should not be doing.

Remark 54. At some point should try to codify decision making process in tactics, like in set.

Remark 55. Often times it seems the game is an art of looking for chances.