



SELF-TAUGHT GRANDMASTER

The Practical Part: TASK 13

In this task you will do a special **anti-blunders training**.

Your task:

1. Watch the video lesson "How to Prevent Blunders":

<http://chess-teacher.com/blunders>

If you are subscribed for my free lessons, then you probably saw this lesson already. Nevertheless, I recommend you to watch it again.

2. Watch again the 4th video lesson of this course (watch at least 1st half of this lesson). It explains why you make blunders.

3. Play 5 training games against computer. Your main goal is to avoid blunders. Focus your attention on this aspect mainly.

- After every computer's move ask yourself "What is the idea of my opponent's move?" and "What he is going to do next?"
- When you decide which move you are going to make now – do NOT make it. First ask yourself an additional question "Which attacking responses my opponent can play?"

The notes:

- You may like to play more than 5 games (if you feel that you need more training and if you keep making blunders).
- You need to have at least 30 minutes per game (so that you have enough time to think properly).
- Play against strong and aggressive computer program. Thus it will exploit your blunders if you make them. You will be aware about your problems and will be able to fix them.
- Of course you should try to make your best, but a result of these games is not important. Your main task is to avoid blunders.

If you don't make blunders against a computer, you will be invulnerable against humans!

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