



SELF-TAUGHT GRANDMASTER

The Practical Part: TASK 1

If you want to think effectively during a game, you need to have a clear thinking system. Such a system should be universal and should help you to detect the best move in any position. Also it should be well-structured and should give you a step-by-step algorithm for thinking. You need to answer yourself what and how you will think during a practical game play.

Your task:

1) Write down your thinking system.

It's important to make it in written. When you write down your thoughts, you will have to present them clear.

2) Create a mind-map for your thinking system.

You need to convert the text (of your thinking system) into a mind-map. This will help you to systematize the information and to make it more visual.

The notes:

- You may like to watch again the 4th video lesson.
- You may like to repeat the course "The Grandmaster's Secrets" (especially the task #9).

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