

**SELF-TAUGHT GRANDMASTER****The Practical Part: TASK 4**

In this task you will train your **calculation skills**.

The notes:

- This task assumes that you have the calculation skills already. Otherwise you need to study the lesson 1.2 of the course "The Grandmaster's Secrets" first.
- You may like to repeat this lesson even if you have seen it already.

Your task: open the database "1Games (task)". Find the best move in given positions and make appropriate calculations. Of course, you should not just guess the move, but:

- ✓ Apply your thinking system.
- ✓ Find the best move and calculate all the associated lines.

Then go to the database "2Games (answer)" and check yourself.

The note:

If your decision was wrong, you need to think WHY it happened. Then make appropriate changes in your thinking system.

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