

## Putting it all together:

*So, let's put all that advice together...*

You should aim to be in the habit of noticing all these 5 things when it's your turn to move.



**T**hreats

**H**opes

**I**mprovements

**N**ext moves

**C**heck!

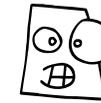
Some players don't have to learn these (or learn all of them) – they might do all of them (or some of them) naturally, without thinking. If that's true for you, great! But if not, you need to rehearse.

Try and get into the habit of doing all these things as much as you can, until they happen without you having to think about it. It's like riding a bike: when you start, there's a lot to concentrate on, but once you know how, it can happen while you think about something else.

“ ...Almost all players lose the overwhelming majority of their games not because of things they don't know, but **because of not consistently applying things they do know.** ”

Dan HEISMAN

**T**hreats



**T** What is your opponent threatening to do to you?

If there is a direct threat, deal with it using ABCDx

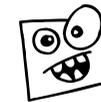
**H**opes



**H** Can you hope to do anything to your opponent?

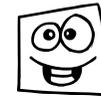
You get a clue from *loose pieces* and *unsafe Kings*. Find the key using **checks** and **captures**, and trying the same moves in different orders.

**I**mprovements



**I** Nothing to do right now? Then improve your position. Get your laziest piece working (Anderssen), or make a plan.

**N**ext moves



**N** Make a list of moves that you might play next and decide which one is best. Once you have decided...

**C**heck!



**C** Are you about to blunder? *After* your chosen move, does your opponent have a big chance because the position has changed? Check your move before you play it!

Remember: the first thing and last thing you think about is your opponent's threats. If you get into the habit of doing all the things in the first chapters, you will surely see a big improvement in your results.