

The Blunder Check

Chess

A ten-second routine before every move.

Applied after choosing a move, not instead of choosing one.

1

What does my move leave undefended?

Including the piece that just moved away.

2

What checks do they have?

Every check, including ones that look pointless.

3

What captures do they have?

Every capture, even apparently losing ones.

4

What threats do they have?

Anything hitting two things at once.

5

Only then, move

Touch the piece after the check, not before.

WHY IT WORKS

Almost all club blunders are missed checks or captures

Ten seconds catches most of them

It is a habit, not a calculation

Sit on your hands. Physically not touching a piece until the check is complete is the most effective version of this rule.