

Calculating

Chess

A method for calculating a line without getting lost.

Structure prevents the drifting that wastes clock time.

1

List candidate moves

Two to four. Forcing moves first: checks, captures, threats.

2

Calculate one fully

To a quiet position, then evaluate it. Do not jump between lines.

3

Include their best reply

Not the one you hope for. Assume they find it.

4

Compare the end positions

Not the moves — the positions each line reaches.

5

Blunder-check the choice

Then move.

COMMON ERRORS

Only calculating your own moves

Assuming a bad reply

Stopping mid-line and guessing

Re-calculating the same line repeatedly

Kotov's 'tree of analysis': visit each branch once. Jumping between branches is what burns the clock without producing an answer.