

Before You Move

Chess

The blunder check that costs ten seconds and saves most games.

Most club games are decided by an oversight, not by a plan. This catches oversights.

1

What did their move attack?

Every move has a purpose. Find it before deciding your own.

2

Are all my pieces defended?

Scan for anything hanging — undefended and attackable.

3

Checks, captures, threats

Look at all of yours first. Forcing moves are where tactics live.

4

Now theirs

After my intended move, what checks, captures and threats do they get?

5

Is my king safe?

Back rank, open files toward it, missing defenders.

THE SHORT VERSION

CCT — Checks, Captures, Threats.
Mine, then theirs. Every move.

Sit on your hands. The move you spot immediately is rarely the best one on the board.