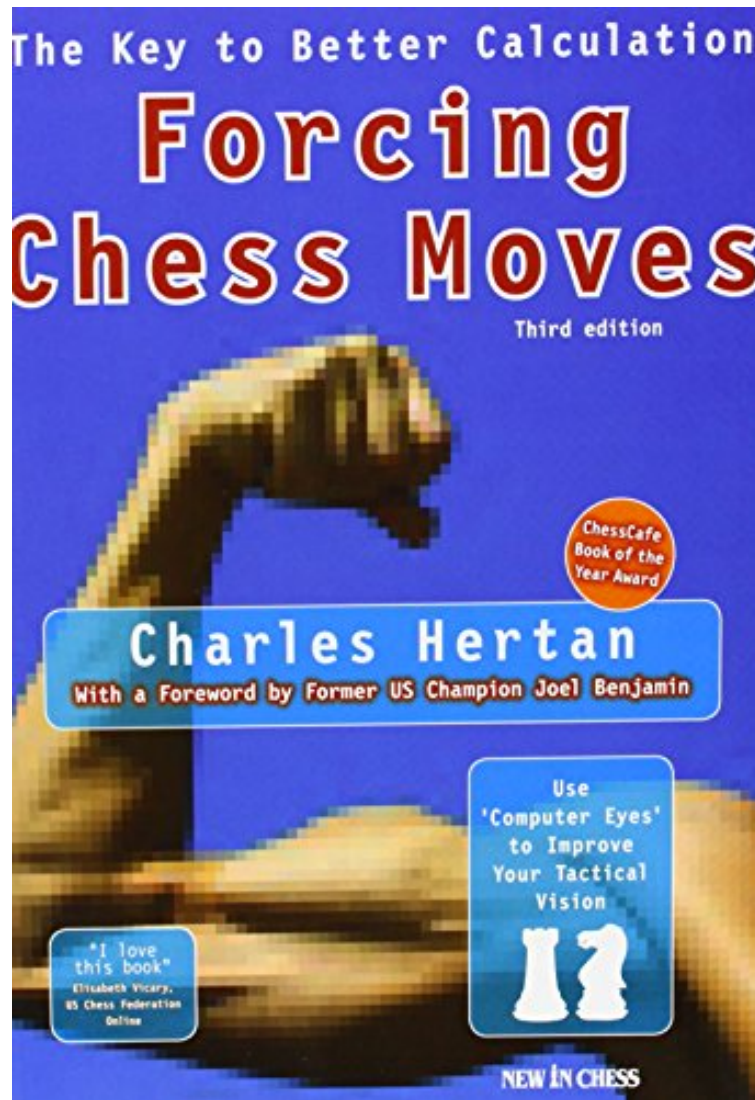


(Free pdf) Forcing Chess Moves: The Key to Better Calculation

Forcing Chess Moves: The Key to Better Calculation

Charles Hertan

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#632093 in Books Charles Hertan 2008-04-07 Original language: English PDF # 1 9.34 x .94 x 6.86l, 1.73
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Charles Hertan : Forcing Chess Moves: The Key to Better Calculation before purchasing it in order to gage whether or not it would be worth my time, and all praised Forcing Chess Moves: The Key to Better Calculation:

52 of 55 people found the following review helpful. A Tactics Calculation Workbook By Bede This is an interim review as I'm less than half way through the book but really loving it. The aim of the book is to overcome human bias in ruling out outrageous 'computer' moves that might lead to an instant win or gain of material. I suppose I am as guilty as the next person of playing automatic recaptures and rejecting sacrificial continuations that appear to peter out. However in my case, the main reason is that I am a lazy analyser. The reason I like this book so much is the clarity and helpfulness of the analysis. Each of the over 600 positions in the book is shown with a white or black square next to it

indicating who is to move. Hertan then gives the main line of the solution. He also explains why plausible options don't work and gives all the reasonable alternative lines. And he does this all in a very concise way. The way I am using the book is as to improve my analysis skills. I study each diagram with the solution that follows it covered up. Then I compare my analysis with Hertan's to see what important lines I missed, or where I gave up on a line too soon. This is definitely not a beginner's book on tactics. It assumes you know basic tactics like pins, forks and back rank mate combinations. As a puzzle book, the positions are more difficult than Reinfeld's 1001 books but not too much harder. The real differentiator for me is the quality of the explanations. 9 of 11 people found the following review helpful. **COMPUTER EYES!** is not a gimmick. By Tom Throughout this book the author constantly makes references to 'COMPUTER EYES', always in all caps. While this repetition seemed to get on the nerves of one reviewer, to me it makes good pedagogical sense. The whole point of the book is to try to get players to calculate all forcing moves, even odd looking ones, and to develop better 'brute force calculation' abilities. That's what the author means by looking at a position with 'computer eyes'. Thus the whole premise of the book is encapsulated in the term, and so the repetition is very useful to drive home the point that to be a good tactician we must cultivate this skill. Getting past the whole 'computer eyes' thing (since it's mostly a matter of taste), the chapters are full of tactical examples of a given theme. I found the chapters very useful for priming me to solve the problems given at the end. The themes will be familiar to most experienced players, but the examples are almost all new, from real games (a huge issue for me with many puzzle books), and often contain a surprising element of some sort that raises them above the category of stock tactical themes (even though that is the title of one chapter). For example, the author would not have a simple bishop sacrifice on h7 followed by mate, but rather a sac on h7 followed by a deflection sac leading to a gain of material. That brings me to another strong point of this book. Many of the tactics are not directed at checkmate, but rather at the winning of material. Ignoring material winning combinations in favor of mating sequences is a huge problem with most tactics books. I think it's fair to say that in my own games, 90% of the tactics I've had involve winning material rather than delivering checkmate. This book addresses that disparity. You can probably tell that I really like this book. One caveat: the problems range from moderately difficult to extremely hard. They are all from games, which for me at least makes them easier, but if you're under 1800, then beware. It wouldn't hurt you to read through the chapters, but don't expect to get the problems right. That said, it wouldn't hurt you to try. 0 of 0 people found the following review helpful. Five Stars By Andrew C. Mitchell excellent

Charles Hertan, an experienced chess coach from Massachusetts, has made an astonishing discovery: the failure to consider key winning moves is often due to human bias, since your brain tends to disregard many winning moves because they are counter-intuitive or look unnatural. Charles Hertan's radically different approach is: use **COMPUTER EYES** and always look for the most forcing move first! By studying forcing sequences according to Hertan's method you will develop analytical precision, improve your tactical vision, overcome human bias and staleness, and enjoy the calculation of difficult positions. By recognizing moves that matter, you will win more games!

"By organizing and explaining the nature of great chess moves Hertan has brought us all closer to being able to find them." -- Joel Benjamin "I love this book." -- Elisabeth Vicary "Hertan develops the reader's skills methodically, thus enabling each tactical lesson to be learned and absorbed properly" "We're big fans of this book"