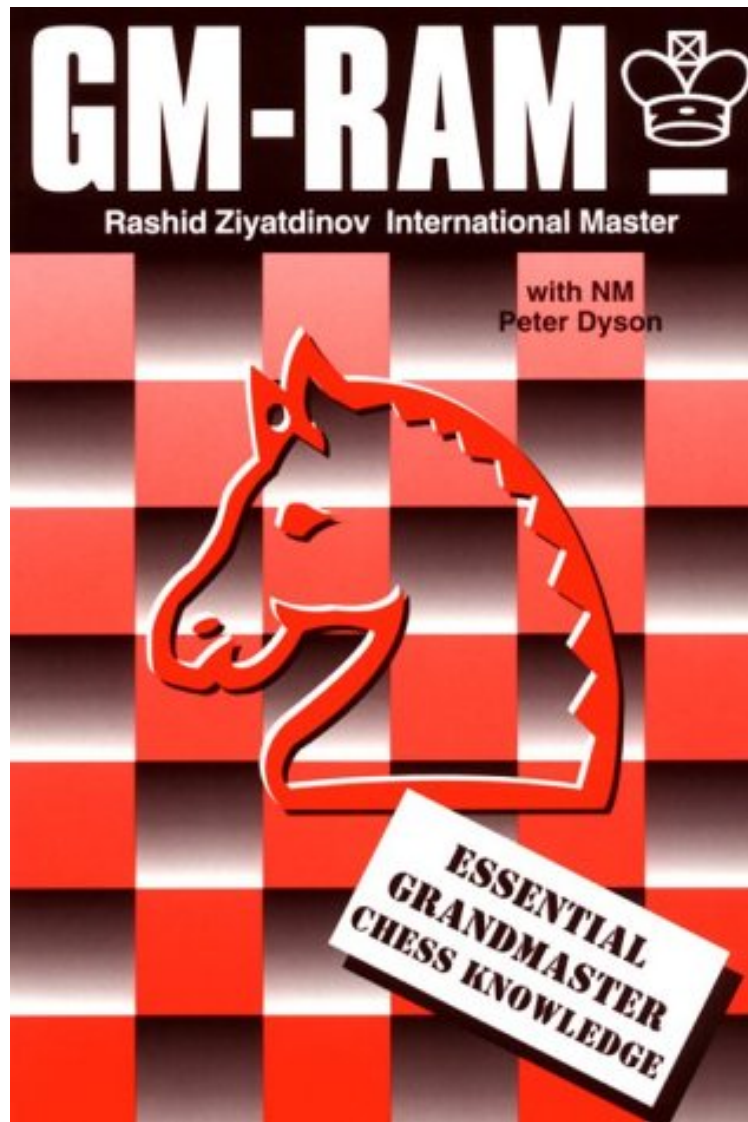


[Library ebook] GM-RAM: Essential Grandmaster Chess Knowledge

GM-RAM: Essential Grandmaster Chess Knowledge

Rashid Ziyatdinov

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Rashid Ziyatdinov : GM-RAM: Essential Grandmaster Chess Knowledge before purchasing it in order to gage whether or not it would be worth my time, and all praised GM-RAM: Essential Grandmaster Chess Knowledge:

11 of 11 people found the following review helpful. Bewildering at first, but stay with itBy Robert J. NewellI too reacted as did other reviewers, with an emphatic "What's THIS?" when confronted with page after page of diagrams that don't even indicate which side is on move, and then further pages of master games with nary a hint of an annotation.I bought the book, initially, to have a collection of positions to use in doing "Stoyko" studies--- briefly, rich middlegame positions to analyze deeply. This book will certainly provide that, but as I'm learning, it will provide still

more. Willing to at least give the author's approach a try, I took the first master game and played over it again and again until I had it memorized. And a funny thing happened. At each replaying, I found myself asking more, different, and deeper questions. Then, I found the diagram in the book that was taken from this game, and it suddenly all clicked. What it's all about is doing your own analysis, and doing it deeply and repeatedly, taking and revising copious notes as you go along, a la the Stoyko method. Eventually, you will have to check your results with a strong computer program (or a teacher of at least IM level, if you're fortunate enough to have one). But you need to put a minimum of several hours into each game or position before you even think about checking your results. Then you need to put in more hours understanding the computer analysis (or your teacher's guidance). I'm thinking about 10 hours per position or game is required here (that's about where I am), maybe even more. So what the book is all about, on the bottom line, is hard work. The author provides the raw material--- positions and games that have great teaching value and presumably practical play value. You then put in the hours and the labor (and though it's hard I'm finding it quite enjoyable and rewarding). It might take you literally a couple of thousand hours to fully work through the book. But I can't help but believe that will lead to serious mastery of many aspects of the game. Stoyko himself claims a potential improvement of about 100 rating points for doing a single deep position study. Obviously there will be diminishing returns, but doing over two hundred such studies, as contained in the book, has simply got to make you into a solid player. The book (at present writing) can be obtained quite inexpensively on the used market. If (and only if) you're willing to put in the effort, it will be money very well spent.

10 of 14 people found the following review helpful.
Perhaps IM-Ram? By A Customer
The 300 essential position method seems to have been used successfully by many Soviet players. This book only has 250 positions with the rest for you to fill in with your own positions (I don't like this and would rather have had 300 of the author's original positions). Additionally there are some really good classic games in algebraic notation but without move explanations. I believe that the positions here will make you a strong player and memorizing the games as the author suggests would probably reward the effort. Ultimately the book hinges on whether these are indeed important positions for you... I can't answer that. It is far better than Albert's 300 both in terms of content and w/o the tacky cover too. I do find it funny that an IM would write about essential GM knowledge. Perhaps IM-Ram would have been a more accurate, if less catchy, title? I like the book, but I don't think that having no text is an advantage. If you want to figure things out for yourself, then show some willpower and don't look at the answers! I prefer Kosteyev's 40 lessons for the Club Player, Nunn's Understanding Chess Move by Move, Howell's Essential Chess Endings, and Pongo's Tactical Targets Series. I should also mention that I'm ~1900.0 of 0 people found the following review helpful. Very good indication to where you need to go in chess
By Flavio M. M. Barros
Very good indication to where you need to go in chess. I found the very same positions on other chess books.

This book is about the language of chess. more specifically, this book is about the essential building blocks of chess. In a logical scientific approach to chess one must first master the basic building blocks and from there begin to build a personalized "vocabulary" which will be the foundation for mastery. In Russian chess folklore it is said that there are 300 positions which comprise the most important knowledge an aspiring player must acquire. In this book are 253 unique positions; the remaining 47 are left to the reader who can complete the collection with those most meaningful to them. In addition there are 59 games every developing master would be advised to know.

About the Author
International Master Rashid Ziyatdinov is one of the most successful players on the U.S. Grand Prix circuit, placing third twice before taking second place honors in the year long competition in 1999. Ziyatdinov originally comes from Uzbekistan, where he won the national championship in 1981, 1983, and 1985. Since moving to the United States in 1997 he has won first place in a number of prestigious events including the Toronto International, the Chicago Open, and the Koltanowski International.