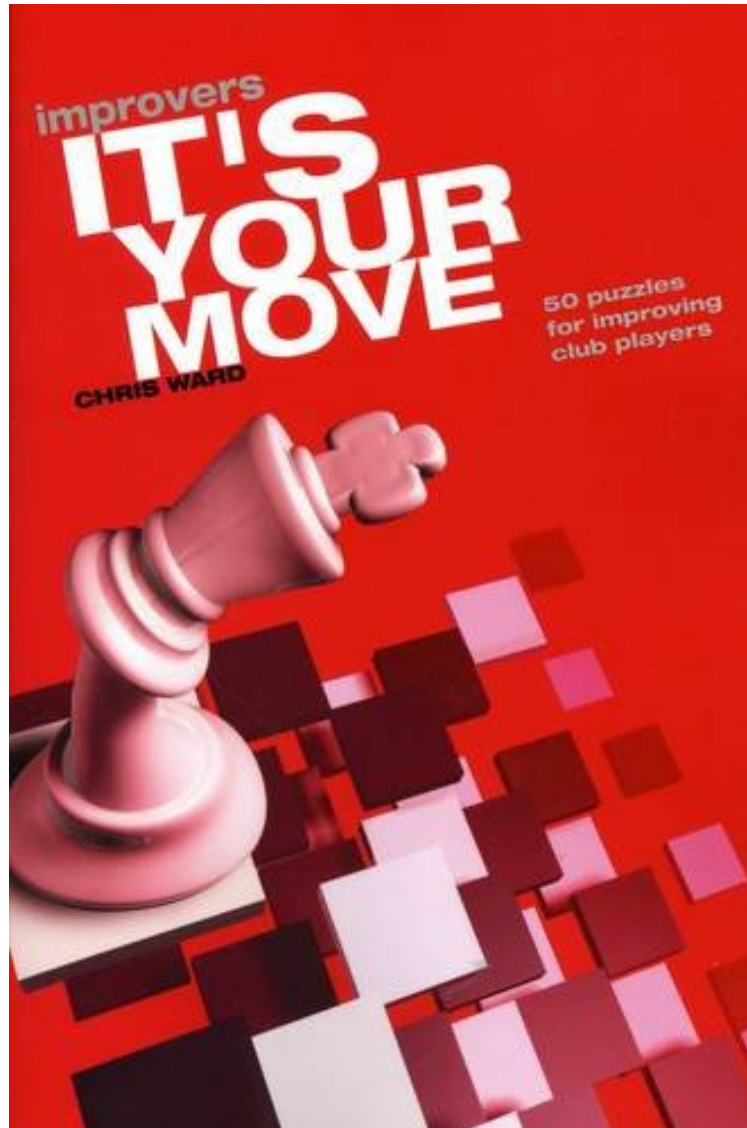


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It's Your Move Improvers

Chris Ward

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Chris Ward : It's Your Move Improvers before purchasing it in order to gage whether or not it would be worth my time, and all praised It's Your Move Improvers:

0 of 0 people found the following review helpful. Very good "workout" bookBy CrisContains fundamental themes of opening, middlegame and endgame, in a "multiple choice" format which I find very educational: not only do you decide which is the good plan, but you should also find the reasons for rejecting the bad plans, thus gaining a better understanding of the position. It's a realistic simulation of real-life play, where you have to decide among several candidate moves.Probably most beneficial for players around ELO 1500, but, at 1700, I still missed a couple of

positions in a hurry ;-)) and greatly enjoyed the workout. For a tougher workout (or a second or third reading), solve the problems *without* reading the candidate plans. On a par with Silman's "Reassess your chess"/"The Amateur's mind" series, but less "theoretical" (no list of imbalances here), more compact (I carried it in my briefcase for a week) and with "multiple choice". Note that this (the "red book") is the easiest in Ward's three-volume "It's your move" series. The "blue book" is substantially harder and the "green book" is said to be even harder (haven't attempted it yet). 4 of 6 people found the following review helpful. Very helpful chess book
By overlook1977
This book is great for intermediate chess players. The problems range from openings, mid-game strategy, and end games. I found the problems challenging, and the fact you can choose from several different options with the wrong AND the right answer explained helped a lot (unlike the Silman books, which present one right answer without you knowing what was wrong with your own assessment). Be careful; this only refers to the red cover book (Improvers). The other editions are much different.
10 of 11 people found the following review helpful. I love this book!
By C. Dunn
Best book on strategy, bar none!!! 5 ten-problem quizzes. Only 50 problems. Seems like a rip-off for the money, right? No! I just wish it were longer! You see the puzzle, and then you get some ideas from 5 different patzers. (This is similar to Silman's "Amateur's Mind" and Euwe's "Chess Master v. Chess Amateur", which use patzer games for analysis of positions and instruction of principles.) The subjects range from spotting weaknesses in a complex position to finding the winning ideas in a simple endgame. These are not Mate-in-x or tactical combination puzzles (although there are tactics in some that you have to spot) but they all have clear solutions once you understand them. What makes this book fun is debunking the bad ideas. I often cannot figure out the problem, but I always feel superior to at least one or two of Ward's colorful characters! And since that's the level of competition I play against, this book is perfect for me! I feel as if this book actually makes me a better player. (That's hard to prove, but I definitely view my own games more circumspectly now.) I am reading it cover to cover!
USCF 1200-1500 rating. If you're only 1200, you might not get ANY of these puzzles, but you will still understand the solutions and learn a tremendous amount. Avoid the older blue-cover "It's Your Move" by the same author. It's not bad, but it's too hard (and at that level, Silman is better). The "Improvers" version is much easier. ===== I've noticed that thinks these are different editions of the same book. No. The blue book "It's Your Move" and the red book "It's Your Move: Improvers" are completely different books. (And now there is an even more advanced book, yellow I think, which I have not looked at.) The blue book is a two-star effort. It is basically 50 annotated games, with only one move of annotation for each game. As a positional chess quiz book, there are much better choices: e.g. by Kosten, Bellini, or Evans. The problem with the blue book is stated in its introduction: The author does not want to waste his time explaining why the bad moves are bad. I ask, "Why not?" That would have made this book useful, especially if these games were club (rather than master) level. How did one author compose two books of nearly identical look and feel but polar opposites in quality? It's a mystery.

In this highly original and instructive test yourself book Chris Ward invites readers to solve a selection of carefully chosen puzzles. In this, the second book in the Its Your Move series, the positions are aimed at improving players, specifically the low level club players who are looking to hone their skills in order to climb further up the chess ladder. The reader is given a choice of five plausible plans for each position and has to decide which is the most likely to succeed. The answers then identify the most promising plan and explain why the other choices are less attractive.

From the Back Cover
In this highly original and instructive test yourself book, grandmaster Chris Ward invites readers to solve a selection of carefully chosen puzzles. In this, the second book in the 'It's Your Move' series, the positions are aimed at club players who are looking to hone their skills in order to climb further up the chess ladder. The reader is given a choice of five plausible plans for each position and has to decide which is the most likely to succeed. The answers then identify the most promising plan and explain why the other choices are less attractive. (5 3/4 x 8 1/4, 144 pages, diagrams)