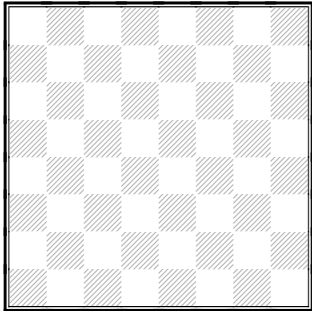


Starting Position for This Page



- = P = P
- = N = N
- = B = B
- = R = R
- = Q = Q
- = K = K

Chess Move Analysis Form

(Smart Score Sheet -- Form B)

Prof. Chester Nuhmentz, Sr.

www.professorchess.com

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White: _____

Black: _____

Date: _____

Analyzed By
(Initials): _____

Event: _____

Tactical Ideas Behind This Move

- The Tactic Is Used Explicitly In This Move
- A Defensive Move Against This Tactic
- A Future Goal Behind This Move

Rate the Position / Comment

- Threats Created By This Move
- If Blunder, The Type Of Oversight
- White's Winning
- Even
- Black's Winning
- Write A Better Move Or 'OK'

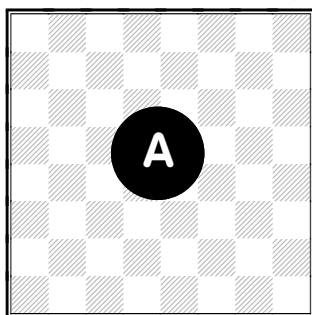
	Captured Chessmen	Positional Ideas Behind This Move (For Immediate or Later Use)					
Move # W _____ B _____		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
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Move # W _____ B _____		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
Move # W _____ B _____		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
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Move # W _____ B _____		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
Move # W _____ B _____		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	
		<input type="radio"/> Mobilize <input type="radio"/> OpenLine <input type="radio"/> Push <input type="radio"/> Attack A <input type="radio"/> Restrict <input type="radio"/> BlockLine <input type="radio"/> Disrupt <input type="radio"/> KeySquare <input type="radio"/> Support <input type="radio"/> AttackLine <input type="radio"/> Position <input type="radio"/> TryToDraw	<input type="radio"/> Fork <input type="radio"/> Discover <input type="radio"/> Promote <input type="radio"/> In-Between Mv <input type="radio"/> Pin <input type="radio"/> Decoy <input type="radio"/> Waiting Mv <input type="radio"/> Force A Trade <input type="radio"/> Skwr <input type="radio"/> Deflect <input type="radio"/> Threaten Capture or Check		<input type="radio"/> En Prise <input type="radio"/> Tactical <input type="radio"/> Position	_ _ _ _ _ _ _	

Instructions

Chess Move Analysis Form

(Smart Score Sheet -- Form B)

Starting Position for This Page



- = P = N
- = B = R
- = Q = K
- = p = n
- = b = r
- = q = k

On the following pages are tips about how to use this special chess score sheet. Use the circled letters to find the instructions for each part of the score sheet.

A friendly reminder -- this score sheet is for training use only, and would not be allowed in games at rated over-the-board tournaments.

Tactical Ideas Behind This Move

- The Tactic Is Used Explicitly In This Move
- ⊖ A Defensive Move Against This Tactic
- ⊕ A Future Goal Behind This Move

Rate the Position / Comment

- If Blunder, The Type Of Oversight
- White's Winning
- Even
- Black's Winning
- Write A Better Move Or 'OK'

Move #	Captured Chessmen	Positional Ideas Behind This Move (For Immediate or Later Use)	Tactical Ideas Behind This Move	Threats Created By This Move	Rate the Position / Comment
W _____		<input type="checkbox"/> Mobilize <input type="checkbox"/> OpenLine <input type="checkbox"/> Push <input type="checkbox"/> Attack A <input type="checkbox"/> Restrict <input type="checkbox"/> BlockLine <input type="checkbox"/> Disrupt <input type="checkbox"/> KeySquare <input type="checkbox"/> Support <input type="checkbox"/> AttackLine <input type="checkbox"/> Position <input type="checkbox"/> TryToDraw	<input type="checkbox"/> Fork <input type="checkbox"/> Discover <input type="checkbox"/> Promote <input type="checkbox"/> In-Between Mv <input type="checkbox"/> Pin <input type="checkbox"/> Decoy <input type="checkbox"/> Waiting Mv <input type="checkbox"/> Force A Trade <input type="checkbox"/> Skwr <input type="checkbox"/> Deflect <input type="checkbox"/> Threaten Capture or Check		<input type="checkbox"/> En Prise <input type="checkbox"/> Tactical <input type="checkbox"/> Position
B _____		<input type="checkbox"/> Mobilize <input type="checkbox"/> OpenLine <input type="checkbox"/> Push <input type="checkbox"/> Attack A <input type="checkbox"/> Restrict <input type="checkbox"/> BlockLine <input type="checkbox"/> Disrupt <input type="checkbox"/> KeySquare <input type="checkbox"/> Support <input type="checkbox"/> AttackLine <input type="checkbox"/> Position <input type="checkbox"/> TryToDraw	<input type="checkbox"/> Fork <input type="checkbox"/> Discover <input type="checkbox"/> Promote <input type="checkbox"/> In-Between Mv <input type="checkbox"/> Pin <input type="checkbox"/> Decoy <input type="checkbox"/> Waiting Mv <input type="checkbox"/> Force A Trade <input type="checkbox"/> Skwr <input type="checkbox"/> Deflect <input type="checkbox"/> Threaten Capture or Check		<input type="checkbox"/> En Prise <input type="checkbox"/> Tactical <input type="checkbox"/> Position

B

C

D

E

F

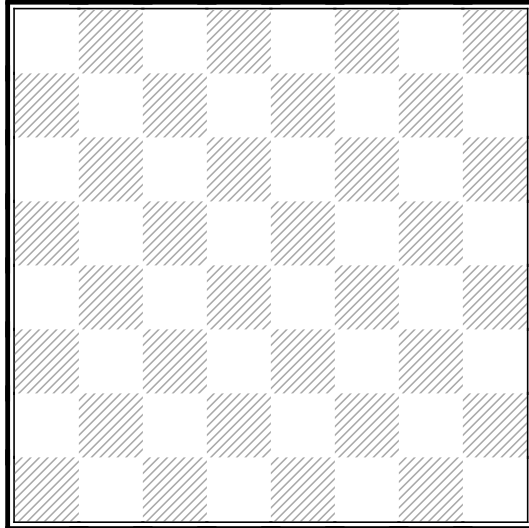
G

H

I

Starting Position for This Page

A

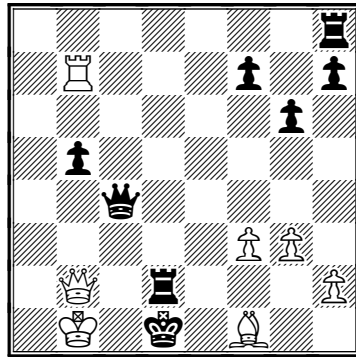


= P	= (p)
= N	= (n)
= B	= (b)
= R	= (r)
= Q	= (q)
= K	= (k)

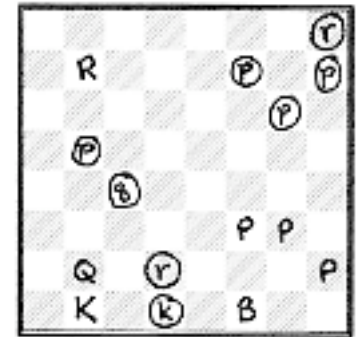
On each score sheet there is room to record and analyze 6 moves by each side.

To help players keep a visual image of the position in mind if they wish to review a game without a board, there's a diagram at the top of each page.

For example, this position ...



could be recorded by hand like this ...



White pieces can be marked using capital letters, while lower-case letters with a circle around them can be used to indicate Black's chessmen.

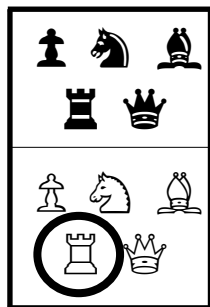
B

Move #	W <u>Rd7</u>
37	B <u>Rxd7</u>

In the first column of each row on the score sheet, record the move number and the move made by each side.

Captured Chessmen

C



In the second column are pictures of chessmen. These can be marked by a circle or X whenever a capture is made. The column helps keep track of exchanges over the course of the game, and makes it easier to spot shifts in material strength.

**Positional Ideas Behind This Move
(For Immediate or Later Use)**

D

<input type="radio"/> Mobilize	<input type="radio"/> OpenLine	<input type="radio"/> Push ♙	<input type="radio"/> Attack A
<input type="radio"/> Restrict	<input type="radio"/> BlockLine	<input type="radio"/> Disrupt ♙	<input type="radio"/> KeySquare
<input type="radio"/> Support	<input checked="" type="radio"/> AttackLine	<input type="radio"/> ♔Position	<input type="radio"/> TryToDraw

Fill in the bubbles in this column to mark strategic ideas that were motivations behind a move. Below are additional notes about each positional idea.

Mobilize

a move to improve the mobility of a piece, usually by advancing or centralizing it

Restrict

a move that reduces the usefulness of an enemy chessman or prevents its escape from a threat

Support

give protection to a chessman or improve coordination between chessmen

Open A Line

a move to help open a file, rank, or diagonal

Block A Line

a move to keep opponent from controlling a file, rank, or diagonal

Attack a Line

position a piece along an open file, rank, or diagonal

Push a Pawn

create, support, or advance a passed pawn

Disrupt a Pawn

create isolated or doubled pawns or pawns that block enemy pieces

Improve the King's Position

early in the game these moves may be defensive, later they may be offensive

Attack a Key Square

such as a center square or an escape square

Try to Draw

avoid a probable loss by attempting to force stalemate or move repetition

Tactical Ideas Behind This Move

E

The Tactic Is Used Explicitly In This Move

A Defensive Move Against This Tactic

A Future Goal Behind This Move

<input type="radio"/> Fork	<input type="radio"/> Discover	<input type="radio"/> Promote	<input type="radio"/> In-Between Mv
<input checked="" type="radio"/> Pin	<input type="radio"/> Decoy	<input type="radio"/> Waiting Mv	<input type="radio"/> Force A Trade
<input type="radio"/> Skwr	<input checked="" type="radio"/> Deflect	<input type="radio"/> Threaten Capture or Check	

Completely fill in the bubbles in this column to mark tactical ideas that were directly used in a move. If the move prepares one side to use the tactic later, mark a plus-sign in the bubble, If the move defends against use of the tactic by the opponent, mark a minus-sign.

Below are additional notes about each tactical idea.

Fork	when one chessman is used to simultaneously attack two enemy chessmen
Pin	a very common tactic that incapacitates an enemy chessman by forcing it to defend a more important piece
Skewer	an attack against two chessmen that are on the same line, the more valuable one in front
Discover	a move to set-up or uncover a discovered capture or check while making another threat
Decoy	forces or encourages an enemy piece onto a specific square for a planned attack
Deflect	forces an enemy chessman to move from a key location, in preparation for a planned capture or to defend against a threat
Promote A Pawn	a small victory in any game!
Waiting Move	a move with the purpose of leaving an opponent in <i>zugzwang</i>
Threaten Capture or Check	a move that prepares one side to make an <u>advantageous</u> capture or check
In-Between Move	a defensive maneuver, usually to escape a double attack
Force a Trade	a tactic often used to get rid of a weak piece, simplify a position, or drain the enemy of firepower to reduce his or her ability to sustain an attack

Threats Created
By This Move

F

Rxd2,
2xd2#

In this column, describe in words or in chess notation threats that were made by the move. Only threats that would actually help one side if used should be marked.

If Blunder,
The Type
Of Oversight

G

En Prise
 Tactical
 Position

Fortunately for most of us, the number of ways to blunder in a chess game have been reduced in this column by a factor of 4,000 -- to just three general categories! Often our mistakes in a game are not obvious until we've replayed a game a few times or have had a coach or a stronger player give us feedback. So this column might not be completed until late in an analysis.

Rate the Position / Comment

H

White's Winning Even Black's Winning
 X

| X | | | | |

The grid in this column provides a way to represent which side has the better chance of winning the game based on the position at the time. Where the X is marked on the grid may change the deeper we study a game -- we often mistakenly believe we are building a lead when we're really falling further into a trap! Though there's not much room, the comment area can be used to jot insights that gradually develop about a position or move.

Write A
Better Move
Or 'OK'

I

OK

In the last column, write down any moves that you find that would be stronger than the one played. If you determine that the move played was the best one available, mark *OK*.