

QUESTIONNAIRE FOR CHESS ANALYSIS

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Psychological questions

1. What expectations did you have at the start of the game? Why? Were they fulfilled?
2. How did you feel? Why?
3. What did you know about your opponent? Have you taken that into account? How?
4. Did you have psychological problems during the game (nervousness, doubts, recklessness, eagerness, fear of failure, failing willpower etc.)?
5. Do you suffer from 'vices' during a game (e.g. touching a piece too quickly)?
6. How was your self-control? Were you self-confident?
7. How was your ability to concentrate?
8. How much time did you (and your opponent) use?
9. Were you disturbed by things that happened around you?
10. Did your opponent use psychological tricks? How did you react?
11. Were you tired (before, after)? If so, why?
12. Were you too much focused on your own plan or did you take your opponent's plan into account?
13. Was it easy for you to make decisions?
14. Have you relieved effort with relaxation?
15. Were you afraid of your opponent? If so, why?
16. How creative were you in this game?
17. Did you show your opponent how you felt (e.g. have you shown uncertainty)?
18. How was your mood? Did that influence your game?
19. Did you panic during the game? And your opponent? If so, at what moment? What could be the reason?
20. Did you do any 'wishful thinking' during the game ('I play this, hoping that my opponent will play that')?
21. Were you occupied by the game or were you thinking about the result, the public, your opponent, doubts?
22. Were you in the mood to play well? Why/why not?
23. What did you do when things got difficult?
24. Did you concentrate on a good result (1-0) or on playing a good game?
25. Did you commit blunders? If so, what was the cause?
26. Did you play the game in your own tempo or were you influenced by your opponent's tempo (slow, fast)? Was that wise in this game?
27. Did you fight until all possibilities were tried?
28. Did you divide your time well? Did you take enough time to think deeply at the crucial moments of the game?
29. Did you stop looking at certain continuations because you felt that they were impossible?
30. Did you in any way allow yourself to be influenced by your opponent's behaviour?
31. Can you say goodbye to a finished game?
32. Were you annoyed by your opponent? Why?
33. At certain moments, did you look what you would do if you were your opponent?
34. What will you do differently next time?

Tactical means/combination motifs

These means are aimed at acquiring the advantages mentioned in Steinitz' list.

- advantageous exchange
- twofold attack
- pins
- eliminating defending pieces (taking/chasing away)
- double attack
- discovered attack/check
- see-through attack/check
- interruption
- decoy
- blocking
- magnet combination
- attack on the king
- taking possession of the 7th rank
- hunting and aiming
- emptying a square or file
- gaining a tempo
- tying and/or overburdening pieces
- Zugzwang
- quiet moves

Elements of Steinitz

1. permanent advantages
 - material advantage
 - bad king position
 - passed pawns
 - weak pawns
 - weak squares
 - pawn groups
 - strong pawn centre
 - bishop pair in open position
 - control of a file
 - control of a diagonal
 - control of a rank
2. temporary advantages
 - bad piece position
 - unharmoniously placed pieces
 - advantage in development
 - concentration of pieces in the centre
 - space advantage

Technical questions

1. Which opening was played? Do you play it more often? Why? Do you know the ideas behind the opening? Do you know the tricks? Is it a quiet or an aggressive opening?
2. Until which move did you know the opening (suggestion: look what you can find in opening books)?
3. Were there any remarkable situations in the opening (e.g. swapping of moves, unnecessary loss of tempo)?
4. Which moves took you a lot of time? Why?
5. Which of your opponent's moves surprised you? What did you expect and how did you plan to react?
6. Which of your and your opponent's moves do you find very bad? Why? Did you mainly play actively (with initiative) or passively (waiting)? Why?
7. Which of your and your opponent's moves do you find very good? Why?
8. Look at Steinitz' list. Were there any moments in the game when you or your opponent obtained one of these advantages? Which mistakes were the cause of this? What were the consequences for the game? Which moves marked the start of the execution of a plan? Can you describe the contents of this plan in words? Do you think now that this plan was good or bad? Have you changed plans at a certain moment? Why?
9. Do you know which plan your opponent followed? Do you think you have given this enough attention during the game? How do you assess this plan?
10. Were there moments in the game when you had no idea which plan to follow? Why did you play the move you eventually played? (suggestion: it is better to have a small or a mediocre plan than no plan at all)
11. Were you familiar with the type of position? If so, describe how you have come to know it. If not, was it difficult to find a plan? Why?
12. Were you able to sacrifice anything? Why did/didn't you do that?
13. Did you at any moment have a choice between a tactical and a positional struggle? What did you base your choice on? Did you take the strength of your opponent into account?
14. Which tactical means have you used?
15. Were there any possibilities to exchange into a certain kind of endgame? Why did/didn't you do that?
16. Did you at any moment think of alternative moves? What were these alternatives and to which kind of position would they have led?
17. What was the decisive mistake of the game? Why?
18. Which suggestions did your opponent make after the game?
19. Which subjects are you going to (re-)study as a result of this game?
20. Which technical rule of thumb can you derive for yourself from this game?
21. What did you find most instructive about this game?