

# Typical mistakes at Scarborough 2024



638 games

24000 moves

Tactical blundercheck by Stockfish/ChessBase

2064 mistakes

Blunders classified

EAST DEVON: U-1900 MAJOR, U-1650 MINOR.

		Games	Average No. of Moves	Average no. of mistakes	% of moves that are mistakes
Foundation	U1550	178	38.6	4.9	13%
Intermediate	U1850	173	36.4	3.1	08%
Major	U2050	145	36.4	2.7	07%
Open	-	142	38.9	1.8	05%
<b>Grand Total</b>		<b>638</b>	<b>37.6</b>	<b>3.2</b>	<b>09%</b>

# Typical mistakes at Scarborough 2024 - Foundation section



178 games

Tactical blundercheck by Stockfish/ChessBase

4.9 mistakes/games

1 mistake every 8 moves





George\_MOT2.xlsx - Excel

File Home Insert Page Layout Formulas Data Review View Help Acrobat Tell me what you want to do

From Access From Web From Text From Other Sources Existing Connections New Query Recent Sources Refresh All Show Queries From Table Properties Edit Links Connections Sort Filter Clear Reapply Advanced Text to Columns Flash Fill Remove Duplicates Data Validation

O370

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1																	
364	Inter	363	Williams, Joh	2	Smith, Briar	2	4	41	10%	fork	King_saf	bad_move_in_a_bad_position					
365	Inter	364	Meredith, Da	2	Monk, Carl	2	4	23	17%	skewer	fork						
366	Inter	365	Clinton, Willi	1	Matthews, C	1	2	21	10%	weak_Pa	pin						
367	Inter	366	Maheshwari,	1	Cradock, S	0	1	36	3%	exchange_NB4R							
368	Inter	367	Coe, Lauren	1	Harker, Pet	2	3	28	11%	take_for_nothing							
369	Inter	368	Schmerwitz,	0	Ormerod, S	0	0	24	0%								
370	Inter	369	Palmer, Keith	1	Tariq, Harri	0	1	26	4%	pin							
371	Inter	370	Tomlinson, Z	1	Murray, Fra	1	2	34	6%	outnumt	net						
372	Inter	371	Price, David	2	White, Gary	1	3	49	6%	exchange	exchange						
373	Inter	372	Mcclatchey,	3	Anderson,	0	3	23	13%	counterattack							
374	Inter	373	Parker, Royc	5	Doherty, Pa	5	10	45	22%	King_saf	King_saf	King_safety					
375	Inter	374	Graham, Nei	0	Beardsley,	0	0	20	0%								
376	Inter	375	Johnson, Mic	3	Blackburn,	2	5	48	10%	outnumt	take_for_nothing						
377	Inter	376	Wainwright,	1	Blackburn,	2	3	28	11%								
378	Inter	377	Banerjee, Sa	0	Bleakley, A	1	1	35	3%								
379	Inter	378	Greatorex, R	1	Pickering, J	1	2	37	5%	tactic!	one_move_attack						
380	Inter	379	Jackson, Pa	5	Adam, Davi	5	10	54	19%	discover	line_con	sacrifice	net	passed_r	passed p	passed pawn	
381	Inter	380	Allen, Micha	2	Barrow, Pe	2	4	26	15%	King_safety							
382	Inter	381	Staples, Neil	3	Allison, Pau	5	8	51	16%	pin							
383	Inter	382	Dean, Rober	0	Amir-Afshar	0	0	41	0%	discovery							

Ready 173 of 638 records found Accessibility: Investigate

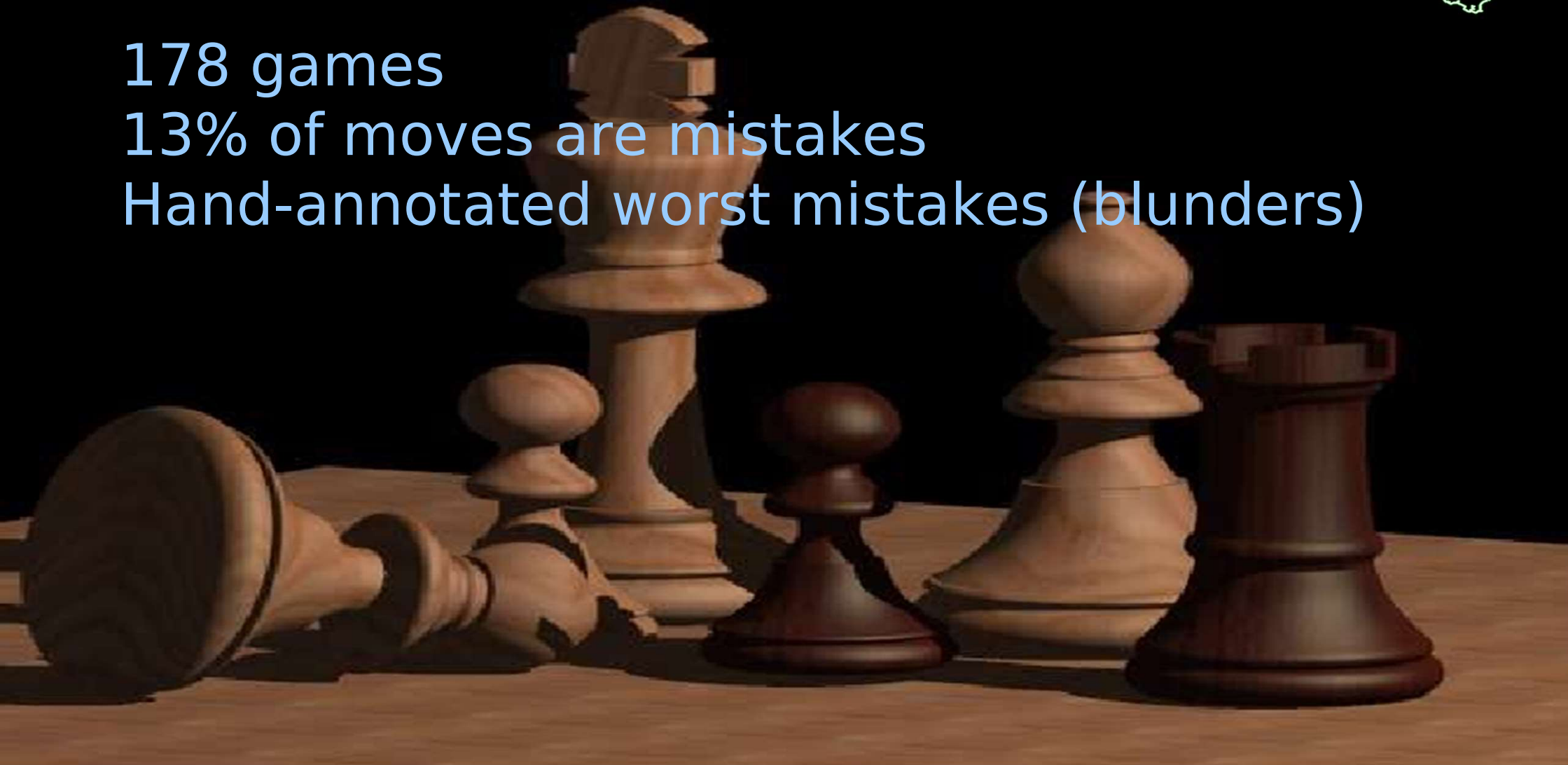
# Typical mistakes at Scarborough 2024: Foundation



178 games

13% of moves are mistakes

Hand-annotated worst mistakes (blunders)





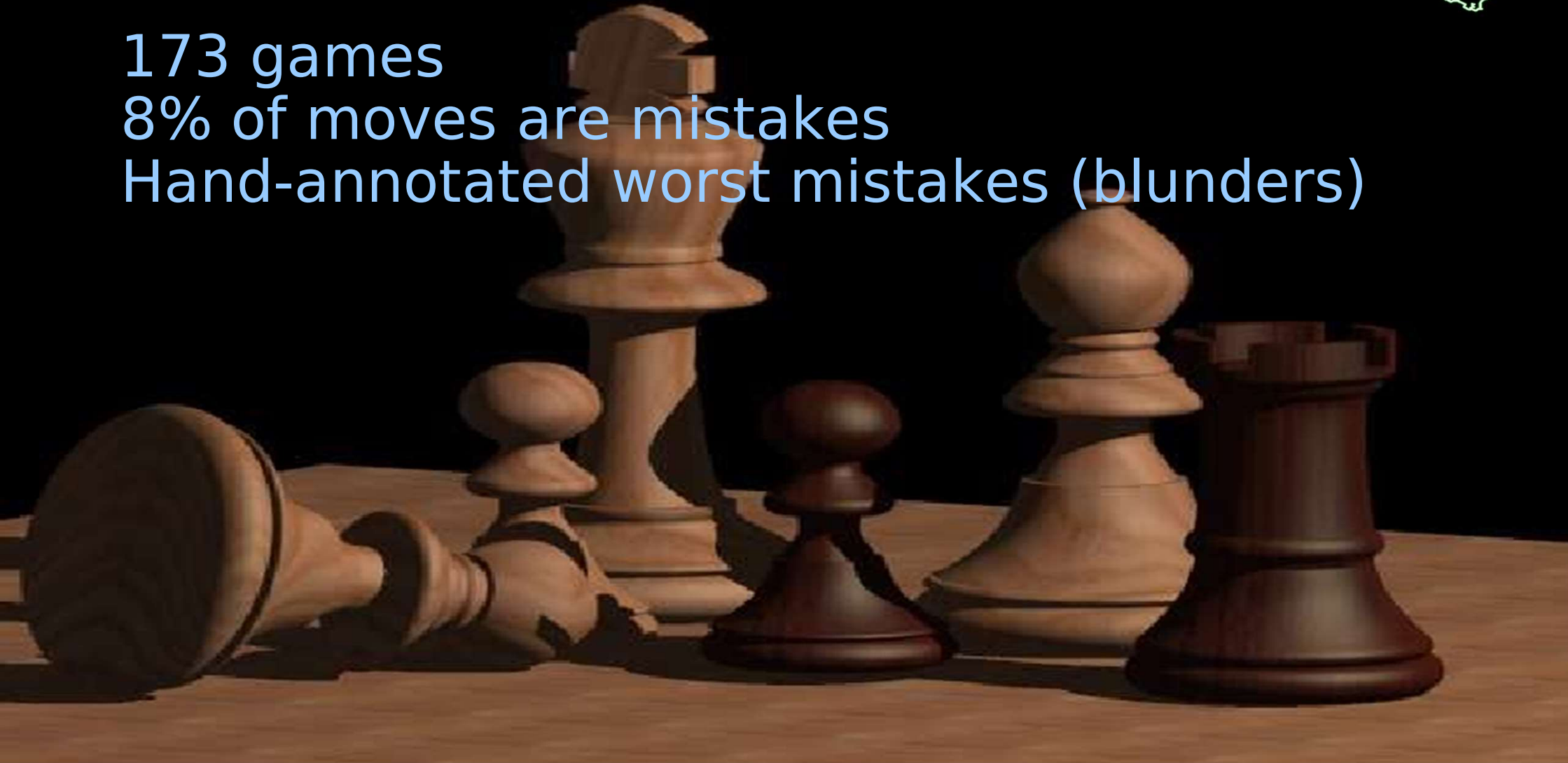
# Typical mistakes at Scarborough 2024: Intermediate



173 games

8% of moves are mistakes

Hand-annotated worst mistakes (blunders)





# Most common mistakes:



Discovery\*

Take for nothing\*

Fork

Remove the guard (undermining)\*

King safety

Outnumbered

Line control

\* higher proportion than in Intermediate





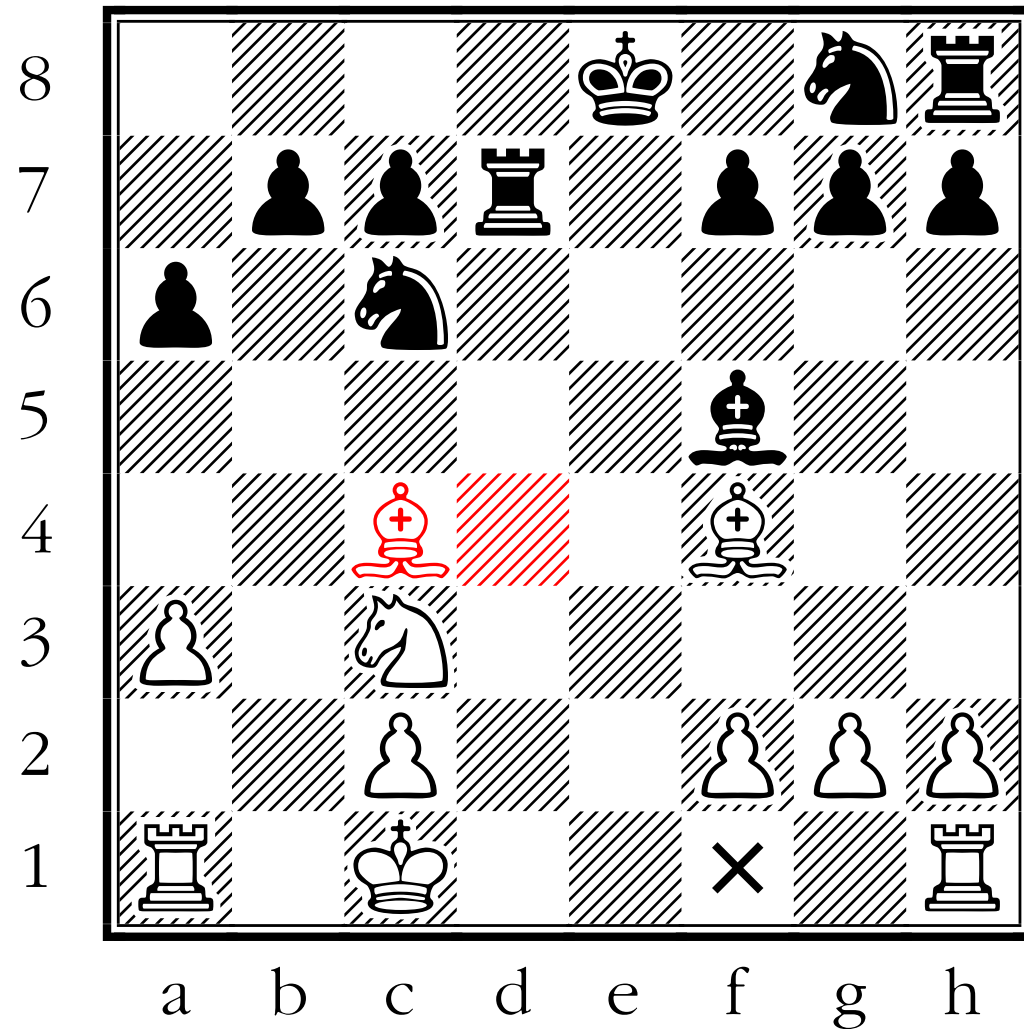
Most common mistakes:  
Fork

**Gartside, Jenny (1168)**  
**- Kalmar, Henrik**  
**(1474) [D00]**

Foundation 47th  
Scarborough (3.13),  
26.10.2024

**0-1**

**1. Bc4? Rd4**





Most common mistakes: King safety

**Smith, Alan (1066) - Baker, Andrew (1321) [D02]**

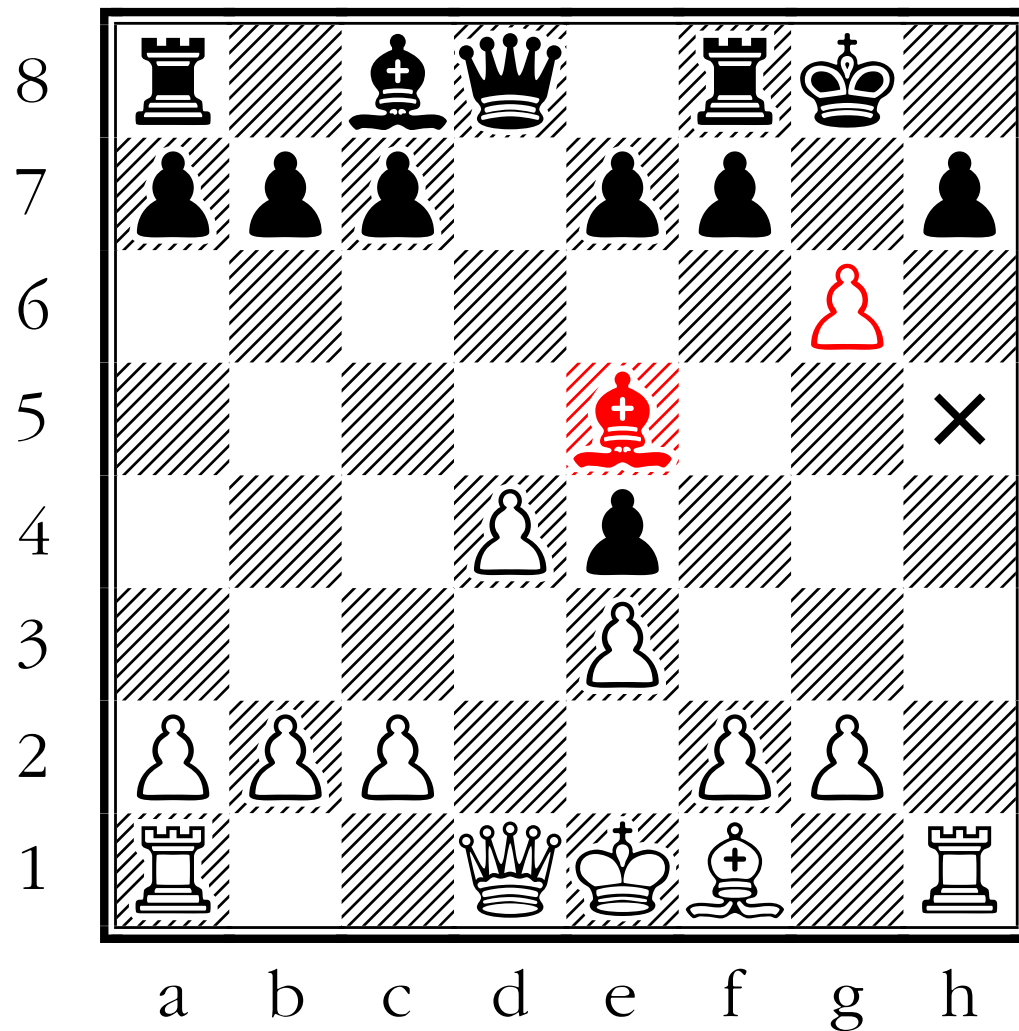
Foundation 47th Scarborough (4.30), 27.10.2024

**0-1**

**1. hxg6 hxg6?**

**2. dxe5**

**1. ... Bg7!**



Most common mistakes:  
line control\*

**Singer, Matthew (1324) -  
Sutton, Ronnie (1039)**

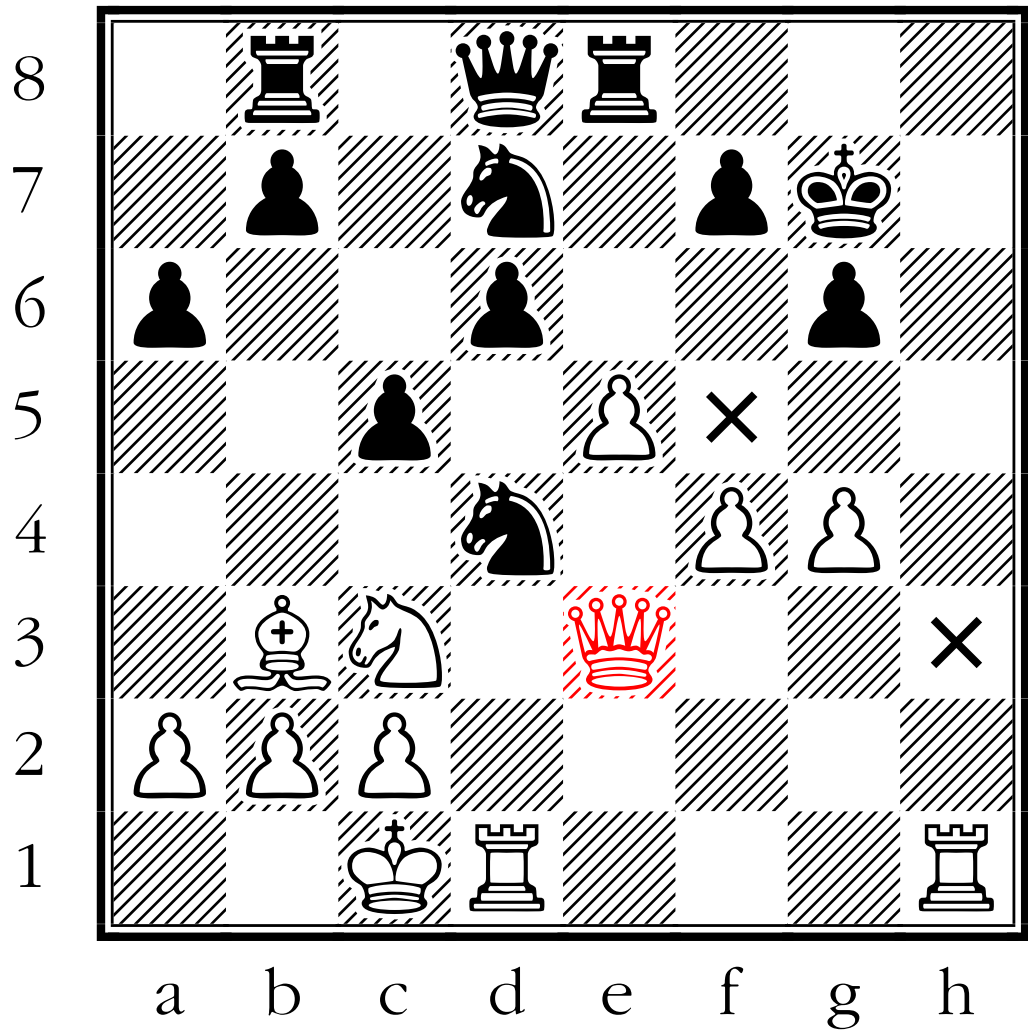
**[B07]**

Foundation 47th  
Scarborough (3.29),  
26.10.2024

**1-0**

**1. Qh3? Rh8!**

**1.f5!**





# Treatment plan


Lichess themed puzzles  
Puzzles with board reversed  
Boardsight exercises  
The PuzzFuzz paradox  
Good thinking habits



- Puzzles
- Puzzle Themes**
- Puzzle Dashboard
- By open
- Puzzle D
- Improv
- Strengths
- Puzzle history
- From my games


# Puzzle Themes

## Recommended

 **Healthy mix** 6,117,909  
A bit of everything. You don't know what to expect, so you remain ready for anything! Just like in real games.


## Phases

 **Opening** 310,846  
A tactic during the first phase of the game.


 **Middlegame** 2,796,594  
A tactic during the second phase of the game.


 **Endgame** 3,010,469  
A tactic during the last phase of the game.

 **Rook endgame** 319,893  
An endgame with only rooks and pawns.

 **Bishop endgame** 81,329  
An endgame with only bishops and pawns.

 **Pawn endgame** 216,095  
An endgame with only pawns.

 **Knight endgame** 49,318  
An endgame with only knights and pawns.

 **Queen endgame** 69,008  
An endgame with only queens and pawns.

## Motifs



### Advanced pawn 370,175

One of your pawns is deep into the opponent position, maybe threatening to promote.



### Capture the defender 42,169

Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



### Double check 31,725

Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



### Fork 806,978

A move where the moved piece attacks two opponent pieces at once.



### Kingside attack 522,336

An attack of the opponent's king, after they castled on the king side.



### Queenside attack 90,234

An attack of the opponent's king, after they castled on the queen side.



### Skewer 136,805

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



### Attacking f2 or f7 44,133

An attack focusing on the f2 or f7 pawn, such as in the Fried Liver opening.



### Discovered attack 317,488

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



### Exposed king 180,602

A tactic involving a king with few defenders around it, often leading to checkmate.



### Hanging piece 243,554

A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



### Pin 371,515

A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



### Sacrifice 448,727

A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



### Trapped piece 71,957

A piece is unable to escape capture as it has limited moves.



### Attraction 217,024

An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



### Collinear move 7,380

Two opposing pieces face each other, and one slides along the line of attack without capturing the enemy piece.



### Defensive move 366,319

A precise move or sequence of moves that is needed to avoid losing material or another advantage.



### Interference 22,639

Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



### Quiet move 250,284

A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



### Zugzwang 61,227

The opponent is limited in the moves they can make, and all moves worsen their position.

## Mates



### Checkmate 1,862,301



### Clearance 79,305

A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



### Discovered check 108,808

Move a piece to reveal a check from a hidden attacking piece, which often leads to a decisive advantage.



### Deflection 263,297

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



### Intermezzo 76,483

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



### X-Ray attack 21,375

A piece attacks or defends a square, through an enemy piece.



### Mate in 1 855,163

**Puzzle #xvf3R**  
 Rating: hidden  
 Played **793** times

From game 30+0 • Classical  
 ○ Ameenjack (1504)  
 ● R3ckoner (1598)

Rated

**2400**

« Puzzle Themes

A bit of everything. You don't know what to expect, so you remain ready for anything! Just like in real games.

Jump to next puzzle immediately

Difficulty level: Normal



15	a4	Bc6
16	b4	Bxd5
17	Qxd5	Bxc3
18	Rf1	Nf6
19	Qb5+	c6
20	Qg5	Bxa1
21	Rxa1	Nxe4
22	Qg4	f5
23	Qf4	Qf6
24	Rd1	g5
25	Of3	b6

**FLIP BOARD**

Zen mode

Blindfold

Input moves with your voice

Input moves with the keyboard

Display

⏪ ⏩ ⏴ ⏵ ☰

Puzzle #xvf3R  
Rating: hidden  
Played 793 times

---

From game 30+0 • Classical

- Ameerjack (1504)
- R3ckoner (1598)

Rated

# 2400

« Puzzle Themes

A bit of everything. You don't know what to expect, so you remain ready for anything! Just like in real games.

Jump to next puzzle immediately

Difficulty level Normal



15	a4	Bc6
16	b4	Bxd5
17	Qxd5	Bxc3
18	Rf1	Nf6
19	Qb5+	c6
20	Qg5	Bxa1
21	Rxa1	Nxe4
22	Qg4	f5
23	Qf4	Qf6
24	Rd1	g5
25	Qf3	b6
26	Bd4	Qf8
27	Bxh8	Qxh8
28	Qxf5	<b>d5</b>

**Your turn**  
Find the best move for white.

[GET A HINT](#) [VIEW THE SOLUTION](#)





# Boardsight

Count checks & captures

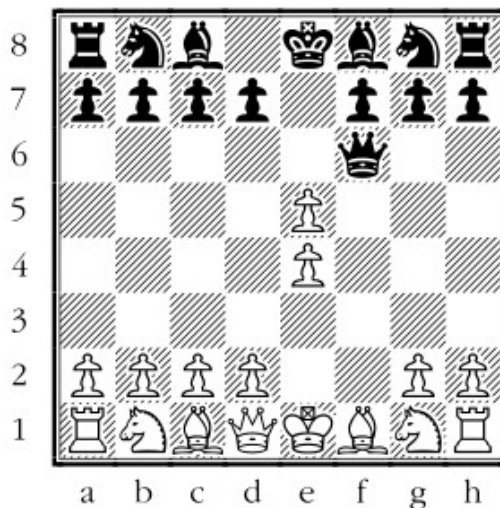
Pawnless problems:

- 8 Queens
- Maximum attacks, KQRRBBNN
- Minimum attacks, ditto.
- Every piece defended
- No piece defended
- Every White piece defended, no Black piece defended, every Black piece attacked

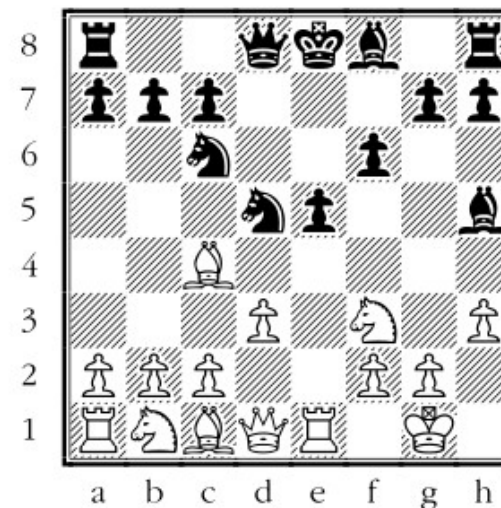
# PuzzFuzz

Problems with a low puzzle rating, which are usually missed in actual play

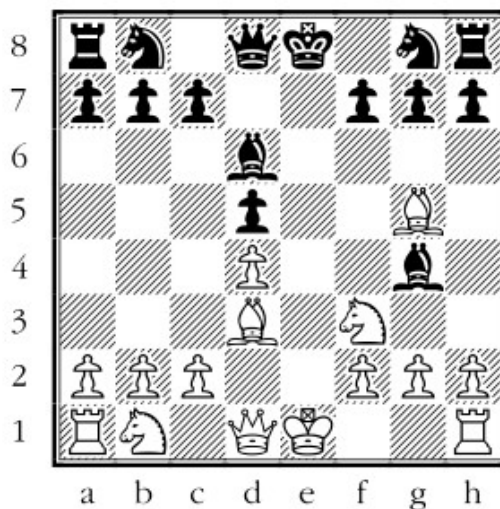
(3)



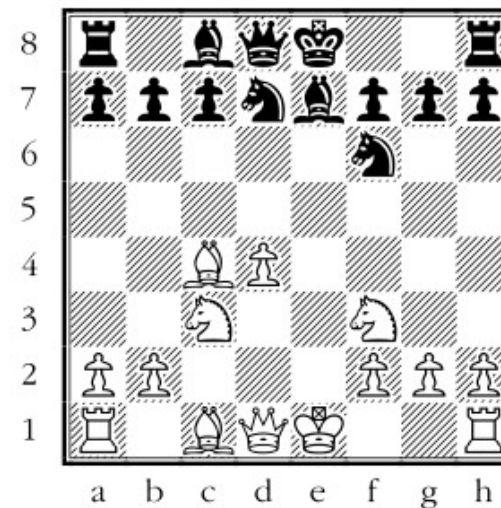
(6)



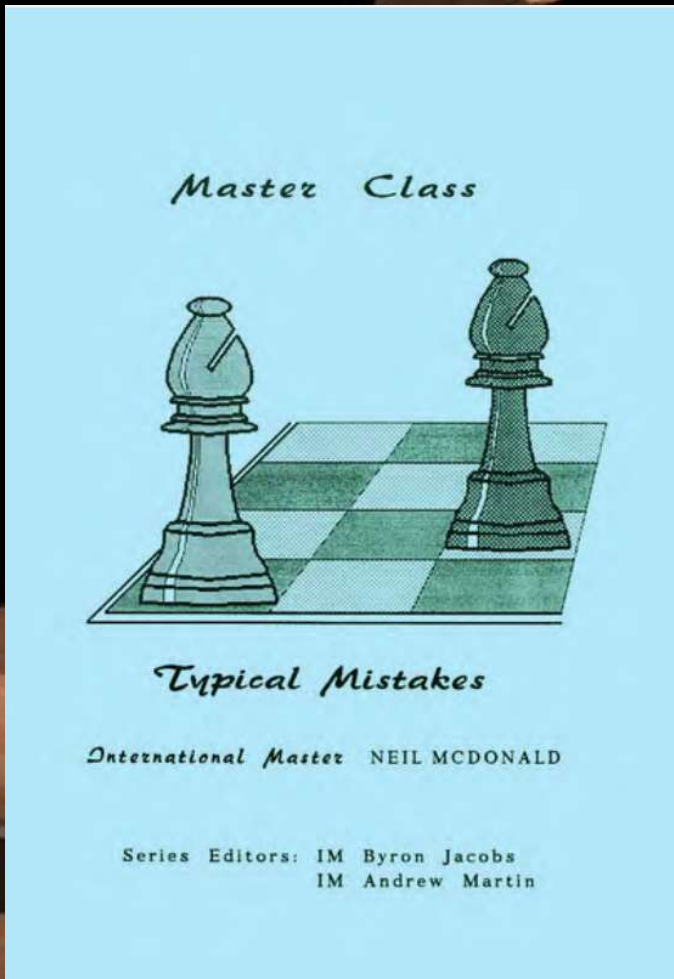
(4)



(7)



# Further study



## CONTENTS

	<b>Introduction</b>	5
<b>Chapter One:</b>	<b>Basic Technical Mistakes</b>	
	(i) Simple oversights	6
	(ii) Pawn snatching	7
	(iii) Exposing the King to attack	10
	(iv) Castling 'into it'	11
<b>Chapter Two:</b>	<b>More Advanced Technical Mistakes</b>	
	(i) Why do you lose?	13
	(ii) Bizarre mistakes	13
	(iii) The danger of obvious moves	14
	(iv) Allowing the opponent a central breakthrough	15
	(v) The weakness/strength of a pawn centre	16
	(vi) Underestimating the opponent's tactical chances	18
	(vii) Planless play/implementing the wrong strategic plan	19
<b>Chapter Three:</b>	<b>Psychological Mistakes</b>	
	(i) 'Believing' your opponent	20
	(ii) Underestimating the opponent	22
	(iii) Complacency in a winning position	24
	(iv) Mistakes never come in singles	25
	(v) The 'difficult' opponent	25
	(vi) Overestimating the opponent	26
	(vii) Setting yourself unrealistic aims	27
	(viii) Resigning too early	27
	(ix) Panicking in the opponent's time pressure	29
	(x) Blunders in time pressure	31
	(xi) Failure to guard one's nervous energy and general health	32
	(xii) Some final thoughts on chess strength	32



**1000-1600**

**Forcing moves**

**Tactics**

**Passive play and defence**

**Openings**

**Endgame**

**Attacking**

**Pawn structure**

**Beating yourself**

**1600-1900**

**Not admitting a mistake**

**Failed sacrifices**

**Threat awareness**

**Standard endgames**

**Materialism**

**Miscalculating forced lines**

**Exchange B for N**

**Pawn structure**



**Nicholas Pert**  
Typical mistakes Vol. 1-3

**NEW IN CHESS**

# FIND YOUR NEXT MOVE

Candidate Moves  
and Thinking Tools



## Introduction

- 1) What is a Candidate Move?
- 2) Research Paper Test
- 3) Tactics and Calculation
- 4) Evaluation
- 5) Dynamics vs Statics
- 6) Forcing Moves
- 7) Ignoring the Threat
- 8) Elimination Method
- 9) Comparison Method
- 10) Move Orders
- 11) Returning to the Initial Position
- 12) Emergency Exit
- 13) Reversed Thinking
- 14) Drawback Principle
- 15) Prophylaxis
- 16) Improving the Worst Piece
- 17) Regrouping
- 18) Pawn Play
- 19) Before You Make a Move
- 20) Fake Threats
- 21) Too Many Candidates
- 22) Keep It Simple
- 23) Mental Stamina
- 24) Time Trouble

