

# **How to Become Master Rated in One Year or Less.**

<http://www.ez-net.com/~mephisto/Become%20Master%20Rated.html>

**How to Become Master Rated in One Hour or Less.**

**This program has been divided up into 4 sections.**

**Section 1. What is needed?**

**Section 2. The Chess Training System.**

**Section 3. Measuring the Results.**

**Section 4. The Costs involved.**

## **Section 1 of 4. What is needed**

**Can one develop a formula for increasing their chess strength up to the master level in one year or less?**

**With today's tools using the PC and recent chess training software it may be more than just a possibility for those that can apply them selves diligently.**

**However the biggest drawback of course is to find the motivation to keep focused and on track for that period of time. The prime consideration is not going to be learning the necessary chess skills in that time but instead is the problems of staying motivated and finding the time to do it. If one is determined enough then finding that time will be found but not with out sacrifice to ones self and possibly to others close to them.**

**If one explores the chess training software for such a purpose, such software can be found that seems perfect for just such a purpose.**

**Your PC is perfect for the training toolkit in that it can accomplish many functions such as collecting systematizing and storing various chess games for positional analysis, and tactical analysis of those selected positions that will teach you those necessary skills.**

**Your PC can be use for the chess software that gives exercises in the training and testing that requires solving problems in all phases of the game in the Opening,**

**Middlegame, Endgame, Tactical, Strategy and in the testing of your present skill level with highly developed chess programs and new extremely high level chess engines on par with Grandmasters.**

### **The Four Steps to Begin Training.**

**1. First exceptionally powerful chess programs are now available to accomplish many functions in training, testing and giving advice that could never be realized previously due to technological restrictions.**

**In Fact these Chess Programs such as Fritz come equipped with updated databases of over one million chess games of the highest quality for your analysis of the games and for the study of chess openings. The new Fritz 11 now has many new training functions. For the Openings, Endgame, Attacking, Defense, Check and Calculation training. It's not just a great opponent and teacher; it is also a great analyst and will play through your games your opponents games and through the database games. Its just like having a strong chess master at your home who can explain all aspects of the game for you. If the verbose automatic analysis is selected, it does not just suggest alternative moves. It praises and criticizes moves, draws attention to threats, explains why certain weaker but plausible continuations may not have been played and many other sophisticated things. Even asking questions such as do you see the mate threat?**

**It can also generate quiz questions for training with such questions as How would move x be refuted? or Why didn't White play x takes y?, these questions coming up while replaying the game.**

**Fritz can be used to help you to develop a opening repertoire and find the best moves, (candidate moves) and develop a opening or defense based on your style of play.**

**If you wish Fritz will also do a blunder check to only reveal glaring errors and mistakes for either both players or just one side.**

**2. Second, The new chess software available now has increased the exercises in the training and control of tests that require solving and include statistics and graphs that show your progress.**

**3. Third, the method of presenting the training material is also broadened; its structural organization has been deepened in level of complicity and thematic orientation.**

**Your computer is a most creative tool and can drastically increase the intensity of your training unlike years ago with out it significantly reduce the time it will take you to reach your goals.**

**All that is needed now is to implement a course of study and organize all the stages of the training process.**

**Obviously the chess software is the most important component in your training and a detailed training plan designed with this software is going to be necessary.**

**From the very start the stages must be well defined and set as well as the means of achieving the intermediate and final aims. When starting such a training program for such a difficult task the chess player must realize that this objective is going to be filled with many obstacles that they must overcome. Only with a strong motivation objective in sight will the task allow successful progress over the various stages of the program.**

#### **4. Training base line.**

**Your Base Line Should be at Least 1800 FICS, 1800 USCF or 1700 ELO.**

**Before one can obtain a master rating ELO of 2100 (2200 USCF) one must start at a base or minimum base line of 1800 FICS best rating which according to the Survey Bot a FICS rating of 1772 is an average of 1820 USCF that is only a 48 point difference to the USCF rating of 1820 USCF which is well within an accepted difference.**

**The very initial stage is called our conditionally base line. The aim at this stage is to acquire a playing skill of 1800 FICS (Best Rating) (1800 USCF A Class A Advanced level player or 1700 ELO)**

**Before you begin with your plan of training you must first verify your base line established rating of the 1700 ELO level by playing games with a strong chess program like Fritz that can estimate your ELO rating.**

**Using Fritz to find your ELO rating.**

**To get an objective feel for your playing strength you will need to play approximately 28 or more rated blitz or tournament level rated games against Fritz. Also after you have played this many games Fritz will award you a title, one of 19 that Fritz has to offer. The one you will receive will depend on the number of games you play and the results. For example if you are able to score over 1700 ELO in 28 rated games you will receive the title of Strong Club Player**

and Fritz will also display your ELO rating based on the performance of those games.

Only after you have tested your level of play to ensure you have in fact established your minimum ELO rating of 1700 should you attempt to go ahead with your training plan towards the Master level. You must consider that you are now going to try to achieve 400 more points to get the master rating of 2100 ELO in one year or less so to try to get more points than that would just be a unrealistic goal that could be a fruitless task.

To establish your minimum ELO you can get training From Fritz in several areas. Openings, Endgame, Attack, Defense and Check Training.

**Minimum Basics Needed.**

### **1. Openings**

At this stage a chess player must have a successfully tested opening repertoire which includes two openings as White and two defenses as Black. An excellent way to learn the openings is to use the Chessmaster's Practice Opening Learning training guide. It contains most of the openings and their variations. It explains the openings with voice and gives you a chance to practice it as well. The other option is with Fritz's opening training guide. But of course the best way of all to learn the openings is with CPT, the Chess Position Trainer that was specifically designed just for this purpose to learn the openings through reward and punishment of its specific training system.

### **2. Tactics:**

The player must master from 65% to 75% success rate of solving tactical problems of a Class B, USCF 1600 (1500 ELO) Intermediate level player. You could use. Convekta: Chess Tactics for Beginners ELO 900-1500 With 1200 Exercises

### **3. Strategy**

Acquire a firm knowledge of basic chess strategy. How a position's evaluation is developed and what are its components. Be familiar with 15-25 common plans from the games of the chess masters classics examples. How a plan was formed around a imbalance or weakness or how a imbalance was created to form a plan. You could use Convekta's Strategy 2.0 1800 selected positions, including: 250 instructive examples, all of them are annotated and thoroughly classified; 450 typical positions,.

### **4. Endgame**

Know typical chess theory of endings, Know evaluation plans of play and

standard tactical methods for approximately 250 endgame positions. You could either use Fritz or the Convekta's Endgame Studies 2.0 for this.

At this point a record book or diary is set up to record the progress towards the start of the 1 year training course aimed at achieving a Masters title.

Next a schedule of training sessions is established for each lesson or training activity with the training software and in playing games with a chess program like Fritz that will measure your progress by playing rated games and receiving a ELO rating and give additional training in selected areas like the openings or other offered areas aimed at mastering the acquired knowledge.

## **Section 2 of 4. The Chess Training System.**

In planning sessions one must not ignore to take into account that tournament performance is also necessary with confining the games to Standard play with time controls of 15/15, 30/30, and 45/45 minutes per game.

When planning individual sessions you must also take into account to try to develop an individual style of play, much like the masters are noted for. You can practice and develop this style in your tournament play.

We put the chess software to use by doing the following with it:

1. solving combinations;
2. solving studies (endgame-like positions with tactical content);
3. solving strategic tests;
4. studying typical Middlegame positions;
5. studying typical schemes of attack against the adversary's king;
6. studying typical methods of play in opening;
7. elaborating on an opening repertoire and developing plans for the transposition into the Middlegame.

We have broken down the year of Training into 4 Phases of 3 months each per Phase in order to increase the intensity of critical important subjects like Tactics and Endgame theory.

**Phase I**

**Weekly Plan:**

**Weekday Hours Theme and Subject.**

**Monday**

**Hr's**

**1 Openings with Fritz and CPT.**

**1 Tactical Positions with CT-Art 3.0**

**1 Encyclopedia of Middlegame 1**

**1 Endgame Studies 2.0**

**Tuesday**

**1 Play Rated Games with Fritz**

**1 Encyclopedia of Middlegame 1**

**1 Tactical Positions with CT-Art 3.0**

**1 Strategy Problems with Strategy 2.0**

**Wednesday**

**1 Openings with Fritz and CPT**

**1 Endgame Studies 2.0**

**1 Encyclopedia of Middlegame 1**

**1 Tactical Positions with CT-Art 3.0**

**Thursday**

**1 Play Rated Games with Fritz**

**1 Strategy 2.0**

**1 Endgame Studies 2.0**

**1 Encyclopedia of Middlegame 1**

**Friday**

**1 Openings with Fritz and CPT**

**1 Tactical Positions with CT-Art 3.0**

**1 Strategy 2.0**

**1 Endgame Studies 2.0**

**Total 20 Hours**

	<b>Hours Per Wk</b>	<b>Month</b>	<b>Per 3 Month</b>
<b>Tactical</b>	<b>4</b>	<b>16</b>	<b>48</b>
<b>Strategy</b>	<b>3</b>	<b>12</b>	<b>36</b>

<b>Middlegame</b>	<b>4</b>	<b>16</b>	<b>48</b>
<b>Endgame</b>	<b>4</b>	<b>16</b>	<b>48</b>
<b>Openings</b>	<b>3</b>	<b>12</b>	<b>36</b>
<b>Play Games</b>	<b>2</b>	<b>8</b>	<b>24</b>

**Saturday and Sunday can be spent in tournament play and should include Standard Play tournament games with long time controls, like 15/15 or longer.**

## **Phase II**

### **Weekly Plan:**

**Weekday Theme and Subject.**

#### **Monday**

**Hrs**

**1 Openings with Fritz and CPT.**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Encyclopedia of Middlegame II**

**1 Endgame Studies 2.0**

#### **Tuesday**

**1 Play Rated Games with Fritz**

**1 Encyclopedia of Middlegame II**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Endgame Studies 2.0**

#### **Wednesday**

**1 Openings with Fritz and CPT**

**1 Endgame Studies 2.0**

**1 Encyclopedia of Middlegame II**

**1 Chess Tactics for intermediate players ELO1700-2200**

#### **Thursday**

**1 Play Rated Games with Fritz**

**1 Strategy 2.0**

**1 Endgame Studies 2.0**

**1 Encyclopedia of Middlegame II**

## Friday

**1 Openings with Fritz and CPT**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Strategy 2.0**

**1 Endgame Studies 2.0**

**Total 20 Hours**

	Wk	Month	Per 3 Months
Openings	3	12	36
Tactics	4	16	48
Strategy	2	8	24
Endgame	5	20	60
Middlegame	4	16	48
Play Games	2	8	24

## Phase III

**Weekly Plan:**

**Weekday Theme and Subject.**

**Monday**

**Hrs**

**1 Openings with Fritz and CPT.**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Encyclopedia of Middlegame III**

**1 Theory and Practice of Chess Endings**

**Tuesday**

**1 Play Rated Games with Fritz**

**1 Encyclopedia of Middlegame III**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Theory and Practice of Chess Endings**

### Wednesday

**1 Openings with Fritz and CPT**

**1 Theory and Practice of Chess Endings**

**1 Encyclopedia of Middlegame III**

**1 Chess Tactics for intermediate players ELO1700-2200**

### Thursday

**1 Play Rated Games with Fritz**

**1 Strategy 2.0**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Encyclopedia of Middlegame III**

### Friday

**1 Openings with Fritz and CPT**

**1 Chess Tactics for intermediate players ELO1700-2200**

**1 Strategy 2.0**

**1 Theory and Practice of Chess Endings**

### Total 20 Hours

	Wk	Month	Per 3 Months
Openings	3	12	36
Tactics	5	20	60
Strategy	2	8	24
Endgame	4	16	48
Middlegame	4	16	48
Play Games	2	8	24

### Phase IV Weekly Plan:

**Weekday Theme and Subject.**

**Hrs**

**Monday**

**Hrs**

**2 Chess Tactics for intermediate players ELO1700-2200**

**1 Encyclopedia of Middlegame III**  
**1 Theory and Practice of Chess Endings**

**Tuesday**

**2 Chess Tactics for intermediate players ELO1700-2200**  
**1 Encyclopedia of Middlegame III**  
**1 Theory and Practice of Chess Endings**

**Wednesday**

**2 Chess Tactics for intermediate players ELO1700-2200**  
**1 Theory and Practice of Chess Endings**  
**1 Encyclopedia of Middlegame III**

**Thursday**

**2 Chess Tactics for intermediate players ELO1700-2200**  
**1 Theory and Practice of Chess Endings**  
**1 Encyclopedia of Middlegame III**

**Friday**

**2 Chess Tactics for intermediate players ELO1700-2200**  
**1 Strategy 2.0**  
**1 Theory and Practice of Chess Endings**

**Total 20 Hours**

		Wk	Month	Per 3 Months
Tactics	10	40		120
Strategy		1	4	12
Endgame	5	20		60
Middlegame		4	16	48

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**Yearly Total**

Openings 108

Tactics 276

Strategy 96

Endgame 216

Middlegame 192

Testing Games 72

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Total Hours 960

## Section 3 of 4. Measuring the Results.

1 year training schedule's tasks are necessarily more complex than those of the base line stage. It's main goal is to achieve an ELO rating of approximately 2100, which corresponds to the Master level.

A chess player must incorporate 3-4 openings into their repertoire as White and an equal number as the player of Black. They must master tactics with 90% correctly solving tests of a high complexity with the theme of the tests unknown. Also to understand a wide palette of strategic devices - how the relationships of the elements of a position evaluation vary depending on the pawn configuration or on the alignment of forces on the board; know more than 50 typical plans from classical games; master elementary and intermediate knowledge on chess endings: evaluation of a position and then form a plan of play, standard tactical methods from approximately 300 endgame positions; master methods of play in endings and the so-called 'simple' positions.

When planning the individual work loads, it is important to take into account the style, tournament performance and perspective aims of each player.

The chess software can be used for the following:

1. training and perfection of the calculating abilities of the chess player;
2. solving combinations;
3. solving studies (endgame-like positions with tactical content);
4. solving test strategic examples;
5. studying typical positions of the Middlegame;
6. studying typical schemes of attack against the adversary king;
7. studying typical methods of play in opening;
8. elaborating on the opening repertoire and developing a plan for the transition into the Middlegame

Ongoing control and evaluation of results during the course are necessary. The one year training period must include intermediate control stages. It is well

known from practice that intense studying gives a practical result after approximately 6 months. Therefore, it is a good idea to break the one year training period into 4 parts of 3 months for each phase. The working results of each phase must be cross-checked practically by participation in competitions and with an analysis using Fritz for testing your skill levels and determining your ELO progress ratings.

**Desirable test results to achieve during the various stages of training in Percent %**

Programs	stage I	stageII	stage III	stage IV	
Tactics	60	70	80	90	
Strategy		40	55	70	85
Encyclopedia of Middlegame I	30	50	65	85	
Encyclopedia of Middlegame II	30	50	65	85	
Encyclopedia of Middlegame III	30	50	65	85	
Chess Endgame Training	30	50	65	85	
Theory & Practice of Endings	30	55	70	85	

You can expect the following progress. There is no sharp improvement of tournament results during the 1st 6 months of training. But the 2nd 6 months produces dramatic improvement to these results and a consequential increase of ELO rating. The 1st 6 months is used for the accumulation of knowledge and perfection of the acquired skills, while the greatest growth in tournament results takes place in the 2nd 6 months of training.

The cost of the chess software you will need is quite insignificant when being compared with the cost of just one hour consultation from a leading chess coach trainer, that typically charge at least \$15 an hour.

Considering that it could take at least 100 hours of coaching, the total could easily add up to more than \$1500. And afterwards you do not have any reference material to go back to for review like you have when you get CD's.

New technologies are developing all the time, and, Convekta Ltd is constantly producing new programs, Chess Tactics for intermediate players and Modern Chess Openings, Kings Indian Defense, etc.

The chess world faces big changes. Whether we want it or not, teaching chess will soon acquire a completely new form that we can only imagine. A lone figure of a chess coach at your side as a teacher to analyze your games and give you advice is soon passing away to the more modern electronic world of teaching.

**Of course no amount of planning or the accumulation of chess programs is going to ensure results. Only the determination and motivation to keep focused and keep on track towards your goal is going to ensure success.**

## **Section 4 of 4 The costs involved.**

**1. First, an exceptionally powerful Chess Program like Fritz 11 has appeared in the chess player's toolkit. It accomplishes many functions such as collecting, systematizing and storing various chess data (games, fragments, positions for analysis), as well as tactical analysis of selected positions of the highest quality. It will analyze your games and tell you exactly where you need to improve. It has a large one million game data base of important games of the masters to analyze as well. And for testing your progress you can't beat playing rated games with it to test your level of play from a amateur up to the GM level.**

**My cost for Fritz 11 at Wholesale Chess was \$49.99. Including shipping and handling was \$55.17 I used regular media post office mail, for only \$5.18. Go here for Wholesale Chess <http://www.wholesalechess.com/>**

**2. For solid studies in the basics you can't beat Chessmaster 11 th. Edition. \$50.00 It has 3 complete Academies. 1. Josh Watzkin's Academy. 2. The Larry Christianseen Attcking Chess and 3. the complete Chessmaster Series course. And of course you can play games with over 150 different opponents from beginner of an ELO of 37 to GM level of 2941all with the help of a chess coach if you wish.**

**3.Next you will need some chess software to study from and that will rate your performance. So I recommend the chess software from Convekta Ltd. And buy the software from Wholesale Chess for the best price.  
<http://www.convekta.com/about.asp>**

**If you want to download the Convekta CD's shown below in free Demos and a lot more go here: <http://www.convekta.com/downloads.asp>**

**One Convekta CD that is not necessary but is a lot of fun to play with and instructional as well is the Encyclopedia of Opening Blunders. It presents 1200 instructive games with typical opening blunders and you are proposed to find the refutations. The program is mainly intended for novices to intermediate chess players. At the same time, it provides some unique possibilities for advanced players. Download the Demo and have fun playing it.**

**Convekta Chess Strategy 2.0 \$27.00**

**(But much more complete is: The Basic Principles of Chess Strategy Vol. 1-2-3 by Prof. A. Bartashnikov for \$27.00 each. A Chessbase Product.)**

**Convekta Encyclopedia of Middlegame I \$27.00**

**Convekta Encyclopedia of Middlegame II \$27.00**

**Convekta Encyclopedia of Middlegame III \$27.00**

**Convekta Encyclopedia of Middlegame IV \$27.00**

**Total \$108.00 for all four**

**Convekta Middlegame Collection: Encyclopedia of Middlegame 1 through 4 \$75.00**

**Convekta Chess Tactics Art - 3.0 \$23.00**

**Convekta Chess Endgame Studies 2.0 \$23.00**

**Convekta Theory and Practice of chess Endings \$27.00**

**Convekta Chess Endgame Training \$27.00**

## **Total Chess Training Programs:**

**Convekta Total Chess Training I \$85.00**

**Includes: 1. Encyclopedia of Opening Blunders - 2. CT-Art -3.0 (Tactics) 3. Strategy 2.0 - 4. Encyclopedia of Middlegame - 5. Studies 2.0 (Endgame)**

**Convekta Total Chess Training II \$85.00**

**Includes 1. Encyclopedia of Middlegame Vol II - 2. Chess Tactics for Intermediate Players - 3. Theory and Practice of Chess Endings - 4. Chess Endgame Training)**

**Total for both chess packages is \$170.00**

**Chess Mentor 3 - Deluxe Edition for \$180.00 From beginner to Master.**

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## **Recommendation**

**If you want a deluxe Convekta package with Fritz and Chessmaster then go with this:**

**Convekta Chess Tactics Art - 3.0 \$23.00**

**Convekta Chess Strategy 2.0 \$27.00**

**Convekta Middlegame Collection: Encyclopedia of Middlegame 1 through 4 \$75.00**

**Convekta Chess Endgame Studies 2.0 \$23.00**  
**Convekta Theory and Practice of chess Endings \$27.00**  
**Convekta Chess Endgame Training \$27.00**  
**Fritz \$50.00**  
**Chessmaster \$50.00**  
**Total \$282.00**

**(Much more complete is: The Basic Principles of Chess Strategy Vol. 1-2-3 by Prof. A. Bartashnikov for \$27.00 each.= \$81.00**  
**So substituting Bartashnikov 3 programs for Convekta Chess Strategy 2.0 would add \$54.00 making the new total**

**For a really solid deluxe chess training package. Total \$336.00**

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**If you want to save and buy the two Convekta's complete packages that are \$85.00 each that would be \$170.00 but adding Fritz and Chessmaster for another \$100 is \$270, \$66 less.**

**But I recommend getting the most complete chess package you can buy for \$336.00 shown above, because the \$66.00 difference is not going to be worth it in the long run for all the work you are going to put into this task. You will need all the help you can get and trying to save a few bucks that you will not miss a year later will be more than offset by all the extra training you will get from those extra CD's.**

## **Your Success Formula Packages.**

- 1. Deluxe Package Complete 1 year training package with Deluxe Convekta Ltd. Program Total \$336.00**
- 2. Intermediate Package 1 year Training package with Chess Mentor 3 Deluxe Edition for \$180.00 + Fritz and Chessmaster \$100 Total = \$280.0**
- 3. Economy Package 1 year package with Convekta Ltd programs \$170.00 + Fritz \$50.00 and Chessmaster \$50.00 Total = \$270.00**

**Now that I have done all the work for you, all that is required is for you to decide if the cost and the time are going to be worth it to get to the Masters Level.**

**HOME**



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