

Training Tactics in CPT by <lo

Introduction

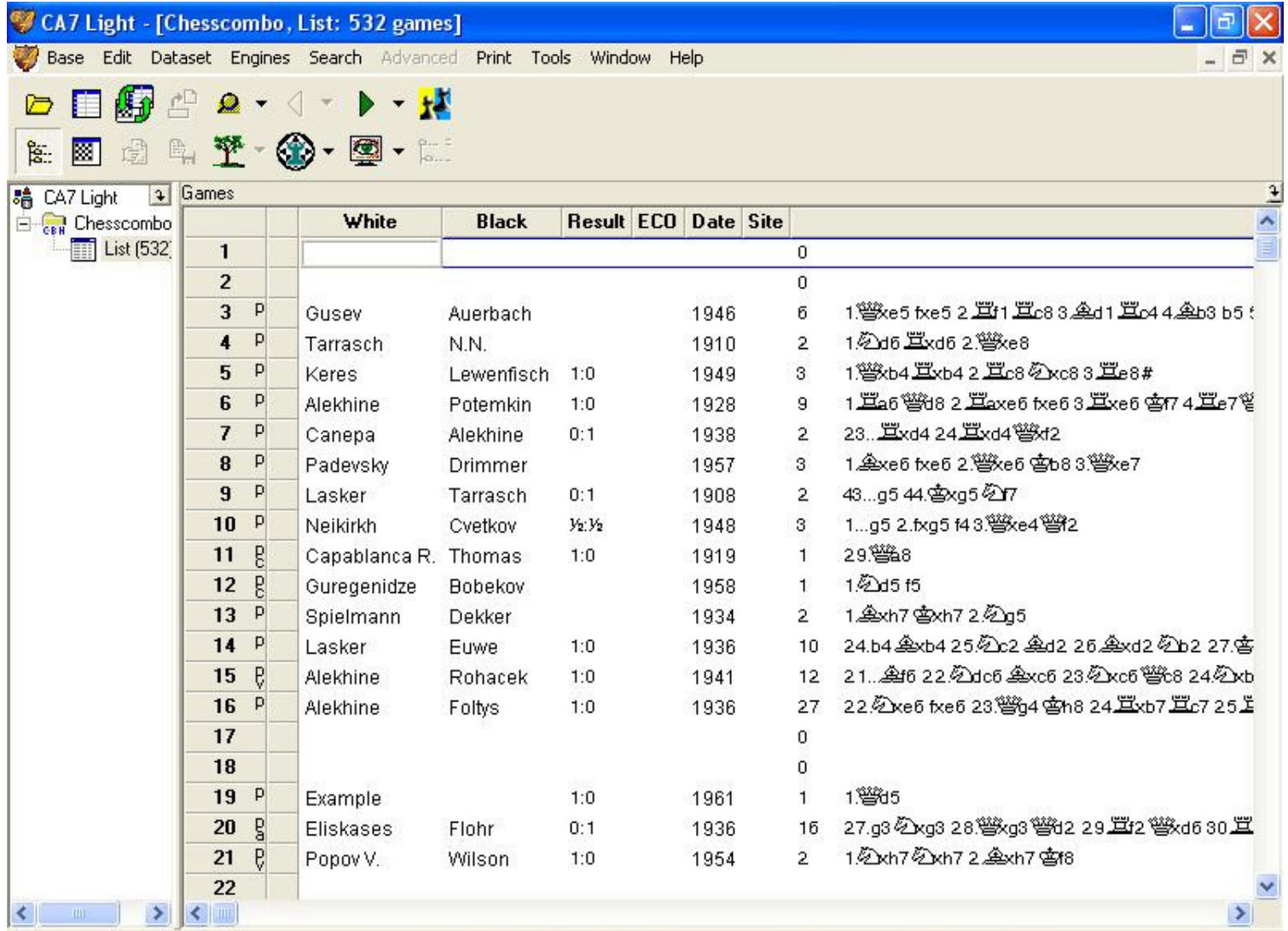
This is a step by step illustrated tutorial on creating a 'Tactics' repertoire for training in Chess Position Trainer (CPT) 3.2. The first section deals with creating a suitable PGN file with tactical positions, this is necessary since most files with such kind of positions often contains mixed 'white to move' and 'black to move' positions not sorted, the first step is to divide the file into two files which contain each only one type of position, either 'white to move' or 'black to move', this is necessary in order to import the files into a sub repertoire of CPT. We use as an example for this procedure the free program Chess Assistant Light 7. The next section shows how to actually import the files into a repertoire inside CPT and how to use the training center to practice with it. The final section shows a possible bug that sometimes appears when training with a newly created sub repertoire of tactical positions and how to over pass it.

I would like to give a huge thanks to Stefan Renzewitz for creating such fantastic training software as CPT, and maintain it as a free program, Stefan you're great, CPT rocks!

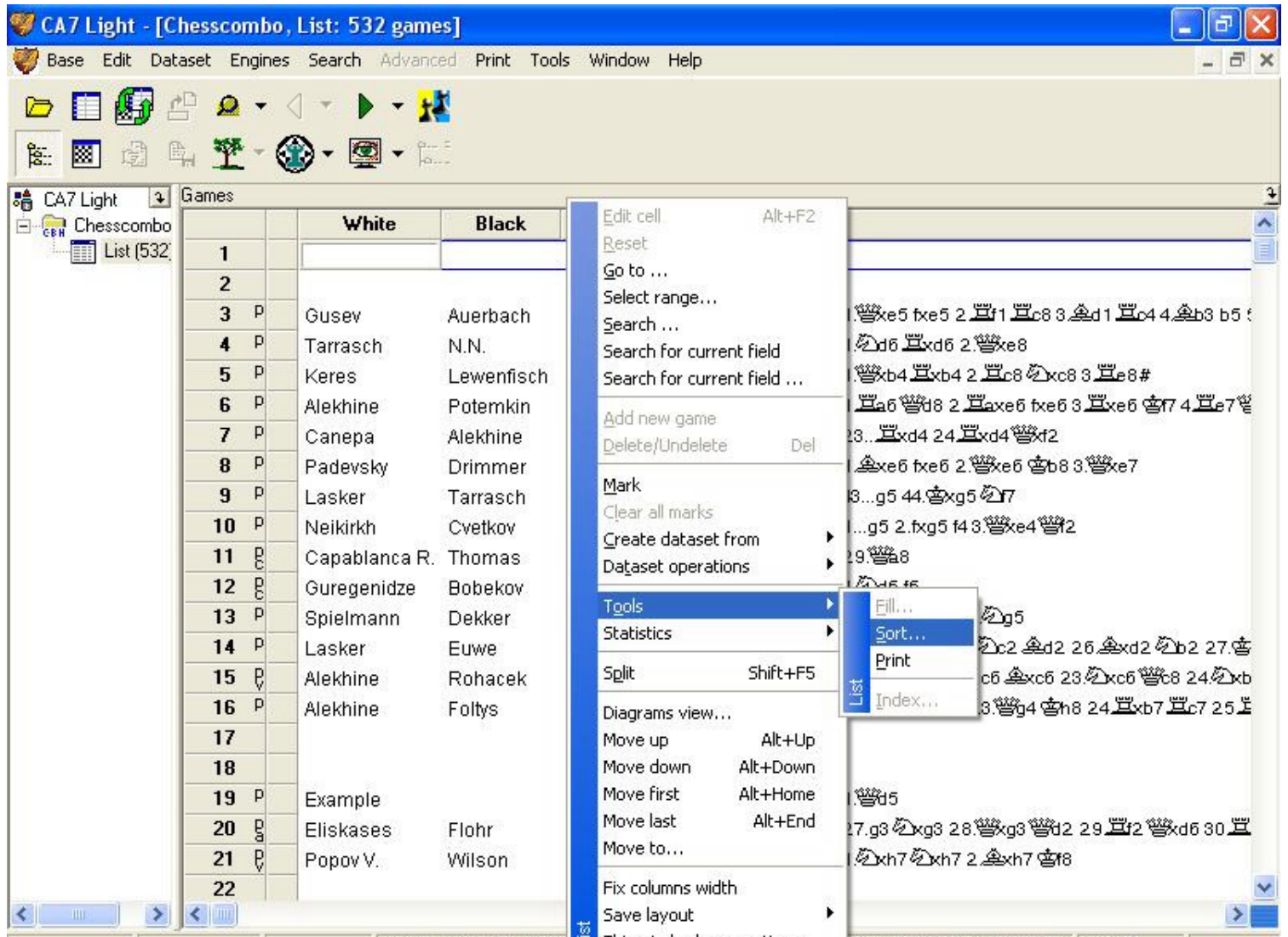
Creating a PGN file suitable to import into CPT

The first thing you need is a PGN file with tactical positions. I will assume you already have one, if you do have one but in other popular format please use Chess Assistant Light or Chess Base Light to convert it to PGN format.

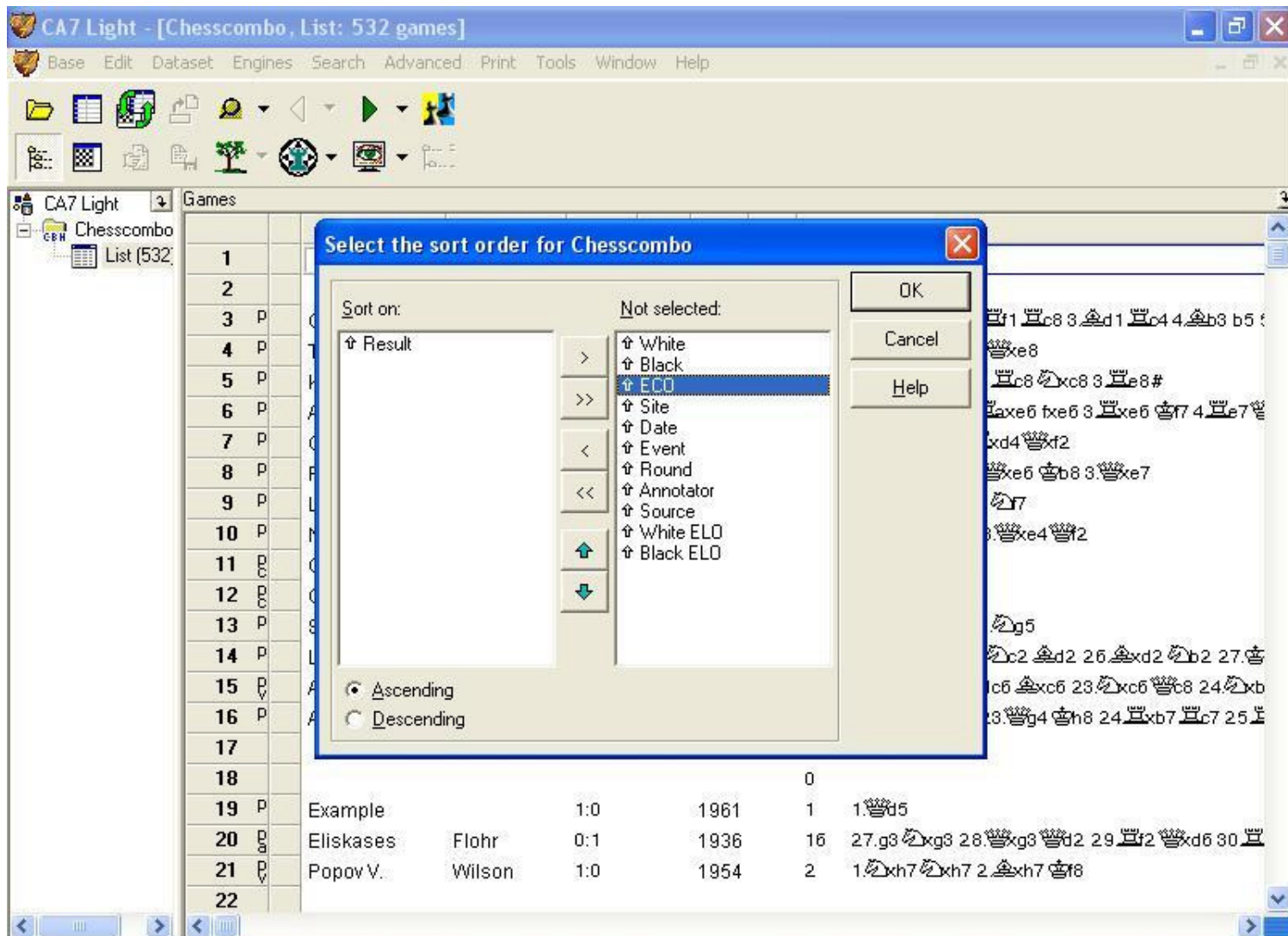
We first open our file in CA Light.



We need to divide this file into 2 new files, one for positions with white to move and the other for positions with black to move, note how this file contains more than 500 games so making this manually is not a good idea. If you don't mind including all the games but a few then a quick way to do this is first sorting the file according to 'result', right click anywhere inside the list and select 'Tools / Sort ...'



A window appears, select 'Result' and click on '<', then press OK



Now we have all games sorted according to the final result, most of the positions in which the result is 1-0 for example are those in which you need to find the winning move for white and the idea is to include all of them in a new file that will have only such kind of positions, the other new file of course will have only the ones marked with 0-1 which are the ones to find the winning move for black.

Let's show next how to create the new file with only 0-1 positions, that is all with 'black to move', if you see the graph below you'll notice that there are some games marked with 0-1 but still the first move is that of white, for example in the highlighted game...

CA7 Light - [Chesscombo, List: 532 games]

Base Edit Dataset Engines Search Advanced Print Tools Window Help

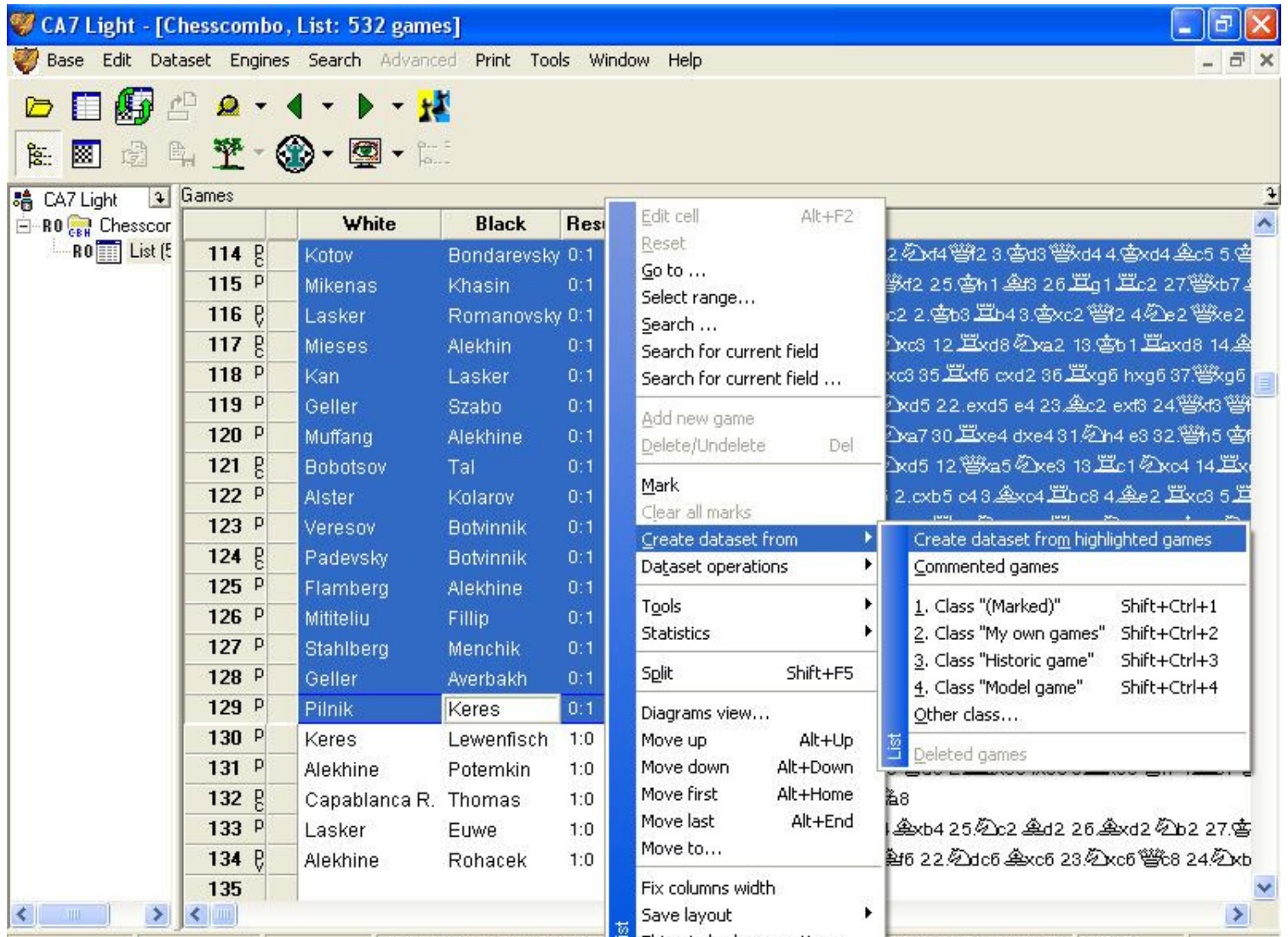
CA7 Light Chesscombo List (532)

		White	Black	Result	ECO	Date	Site	
1	P	Canepa	Alekhine	0:1		1938		2
2	P	Lasker	Tarrasch	0:1		1908		2
3	P	Eliskases	Flohr	0:1		1936		16
4	P	Blau	Szabo	0:1		1956		1
5	P	Keres P.	Mikenas V.	0:1		1955		33
6	P	Bogoljubov	Capablanca	0:1		1924		4
7	P	Atanassov K.	Geshev	0:1		1933		4
8	P	Oszvat	Honfi	0:1		1953		4
9	P	Barcza	Smyslov	0:1		1949		23
10	P	Solomon	Bernstein	0:1		1954		2
11	P	Keres	Reshevsky	0:1		1937		14
12	P	Lisitsin	Simagin	0:1		1955		6
13	P	Przepiorka	Ahues	0:1		1927		2
14	P	Khrastek	Shirmai	0:1		1950		3
15	P	Fred	Foltys	0:1		1951		5
16	P	Trojanescu	Pogach	0:1		1951		3
17	P	Tipary	Capu	0:1		1955		4
18	P	Zita	Bronstein	0:1		1957		2
19	P	Uitelky	Pachman	0:1		1953		4
20	P	Gerassimov	Smyslov	0:1		1935		6
21	P	Schmid	Rossolimo	0:1		1949		3
22								

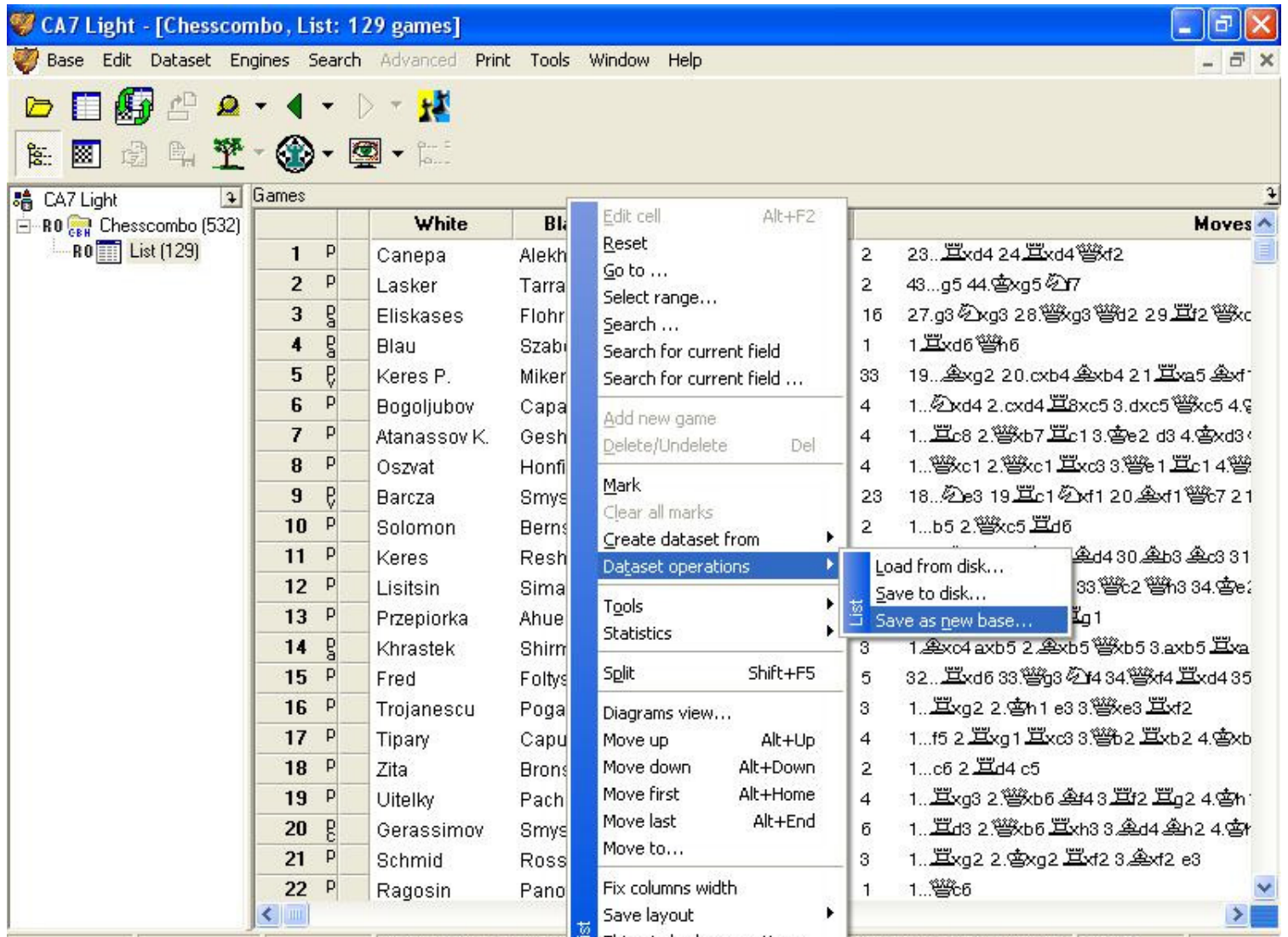
This is no problem since if we double click in that game we can see that white's first move Rxd6 is a blunder, it allows a double attack of the black queen (Qh6) winning for black (for instance 2. Rxc6 Qc1+ with mate to follow), CPT will present to you (in training mode) the position after 1.Rxd6 and you will have to find the winning move for black.



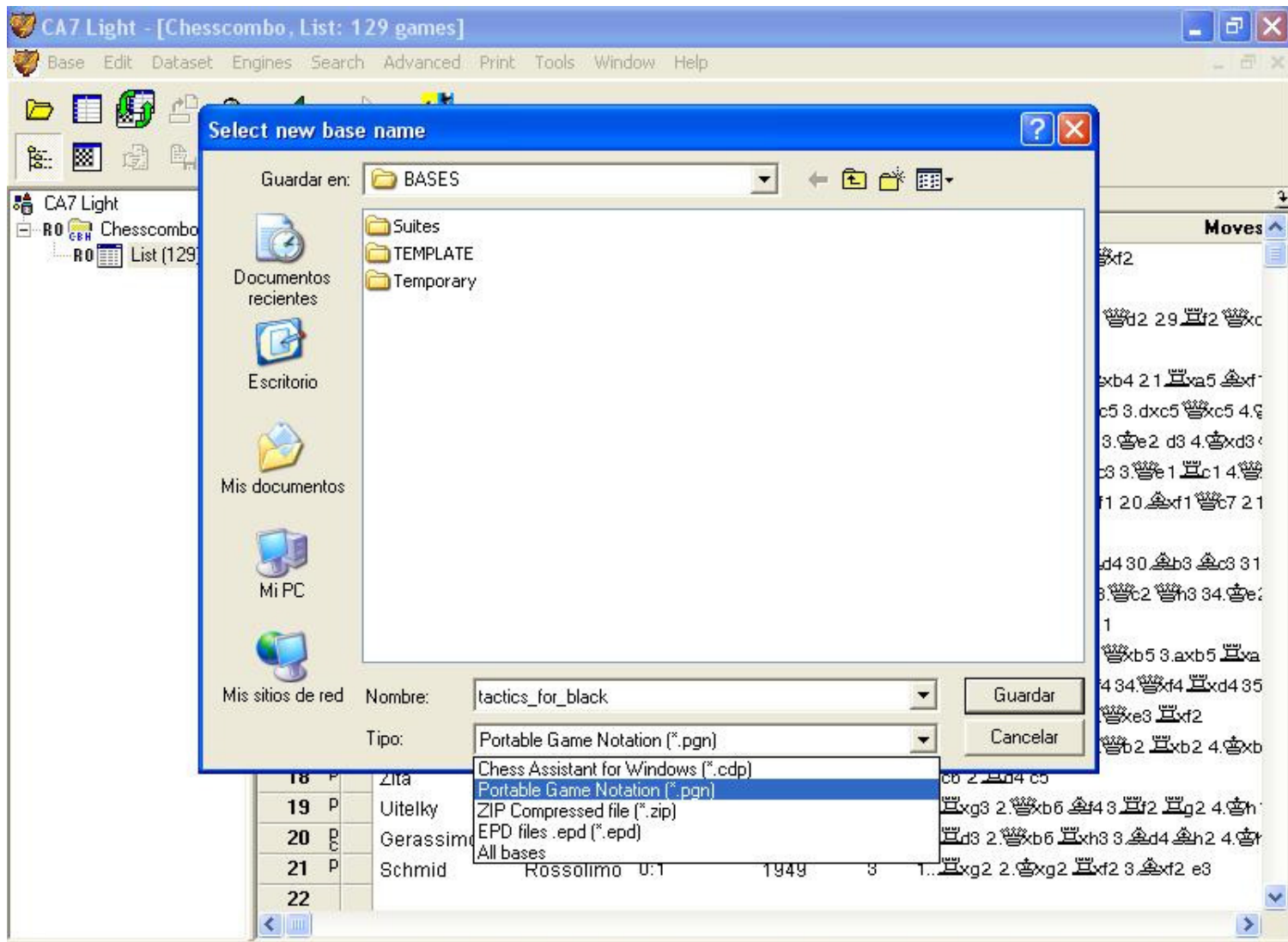
Now let's return to the previous graph, we need to select the games marked as 0-1, click on the first game of the list and scroll down till you find the last game marked with 0-1, now press and hold down the 'shift' key and click on this last game, you will have then selected all games marked with 0-1, right click anywhere in the selection and select 'create dataset from highlighted games', we now have a new list with only the positions that we wanted.



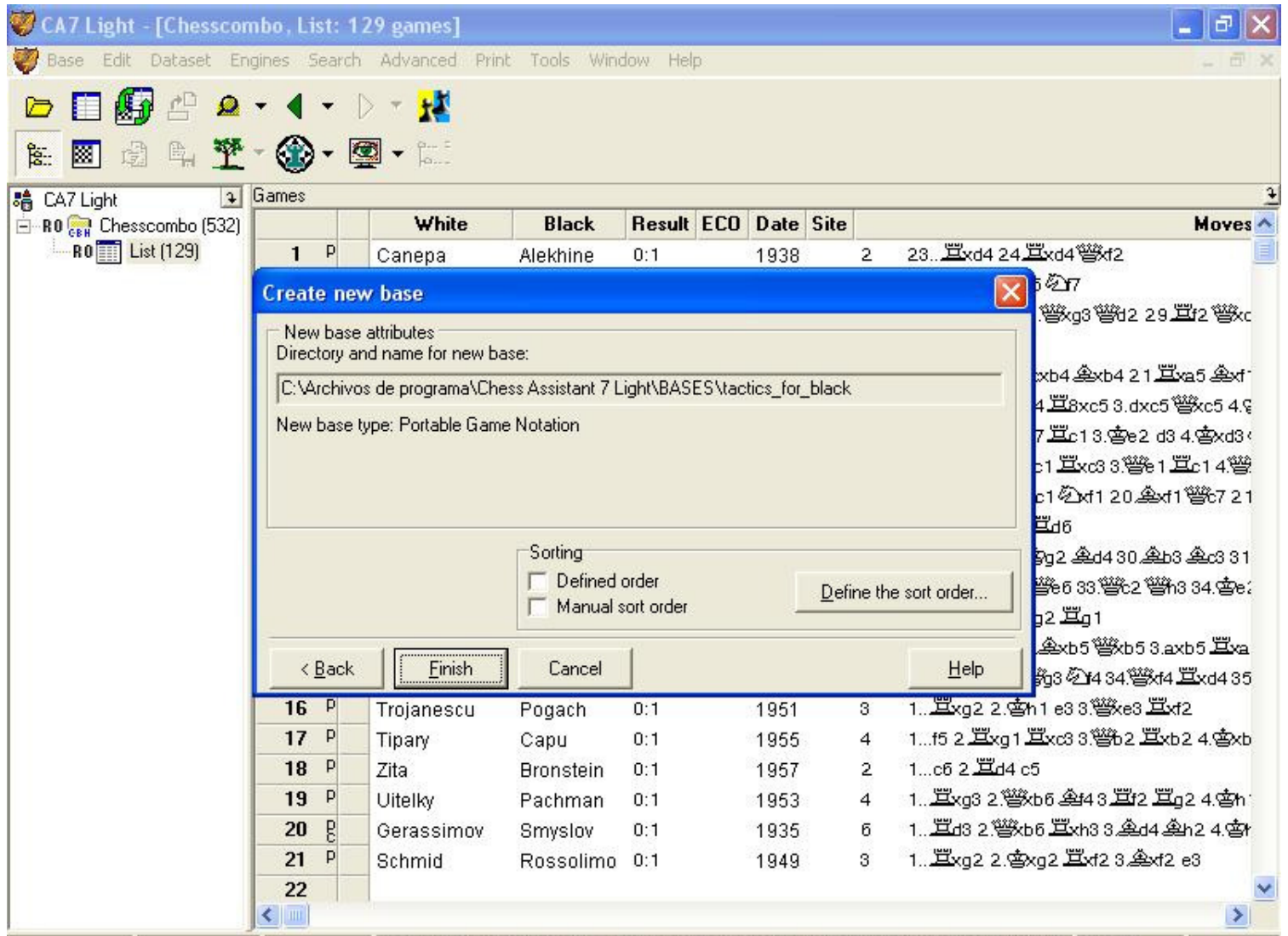
Right click anywhere in the list and select 'save as new base ...'.



Choose the name for the new base and make sure you select PGN as the type of the file that will be saved, also choose a name that will remind you that this file is for positions with black to move.



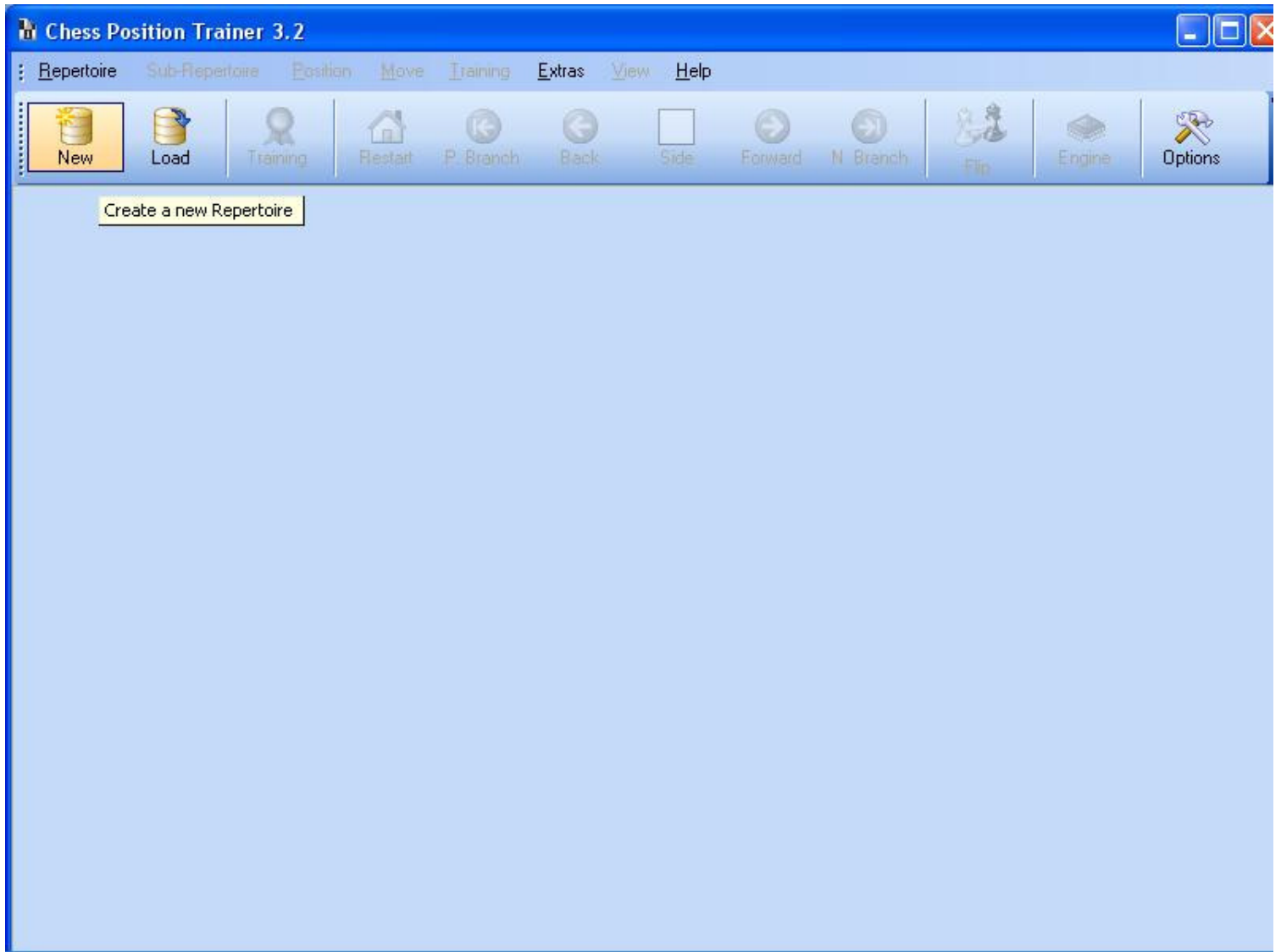
Click 'finish' to save the file, note that if a window appears stating a strange error just click OK and ignore it, you should now close CA Light, the new PGN file should be now ready to load in CPT.



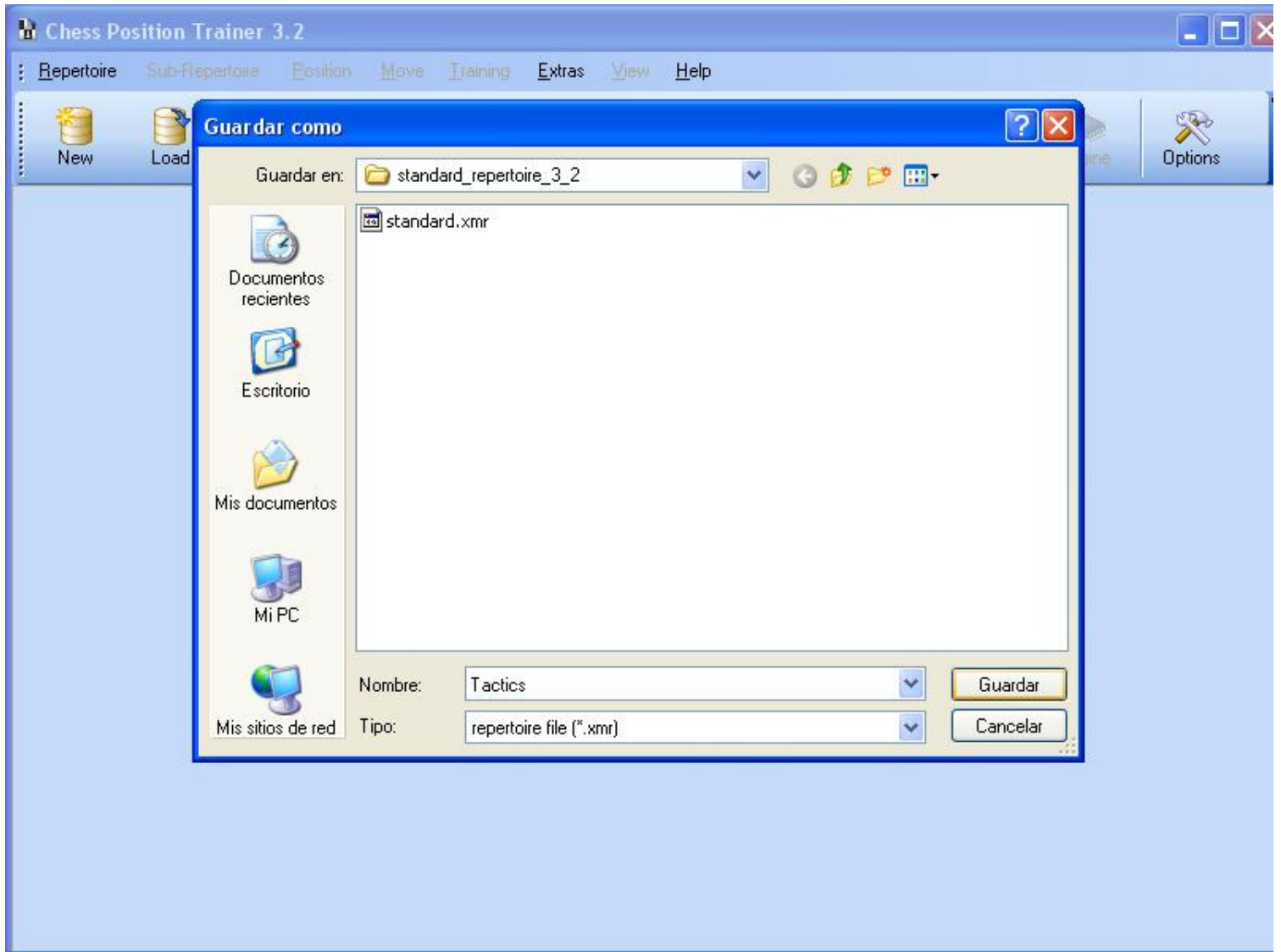
A final remark, if the created PGN file has lots of positions and you have poor hardware as I do, it is useful to further split the file in several ones, for example I only load in CPT files with 100 positions each, in this way CPT runs smooth, as oppose to the case with huge files when it runs slow.

Loading a PGN file into CPT.

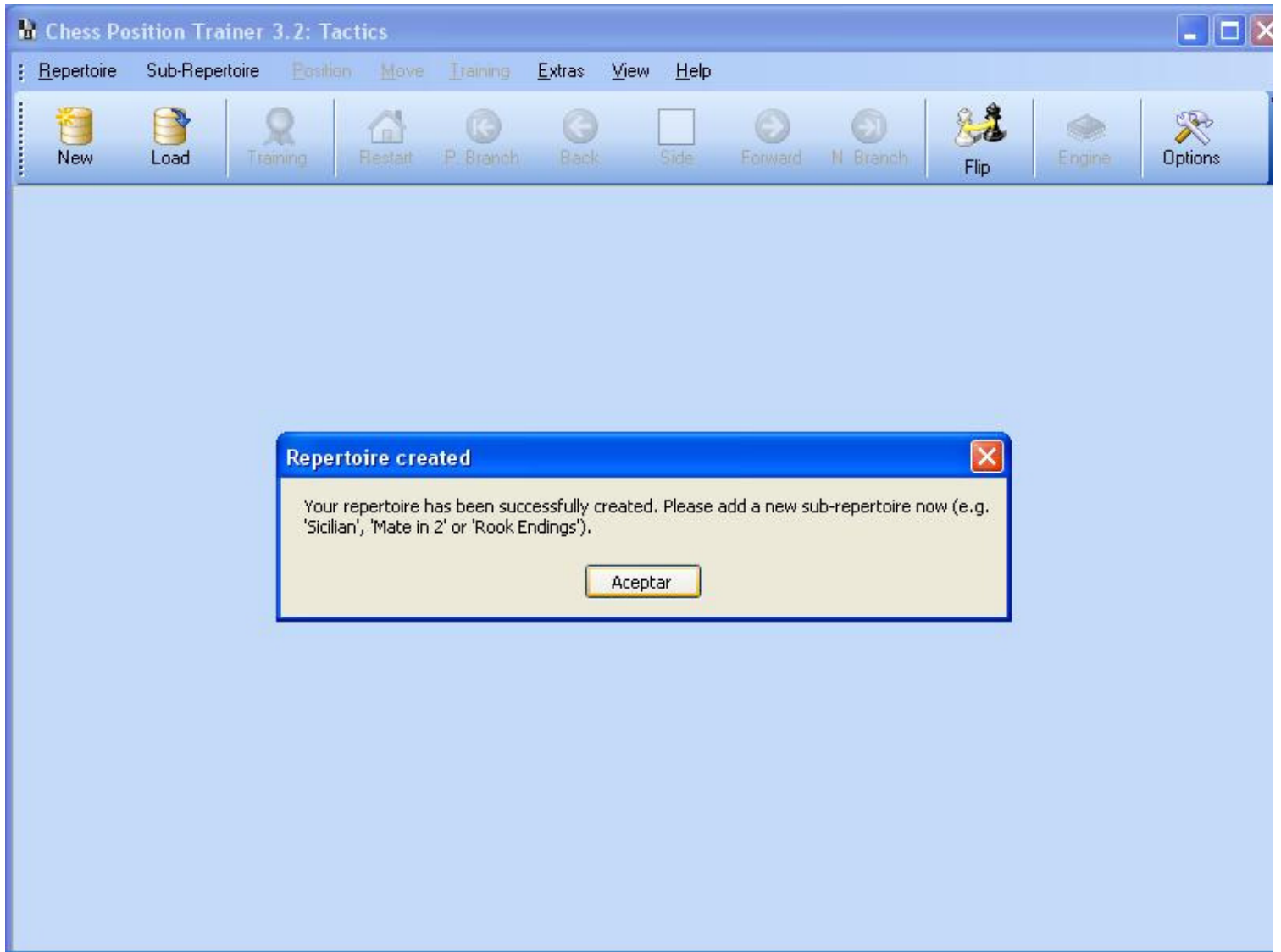
We start by creating a new repertoire only for tactics, click on 'New'



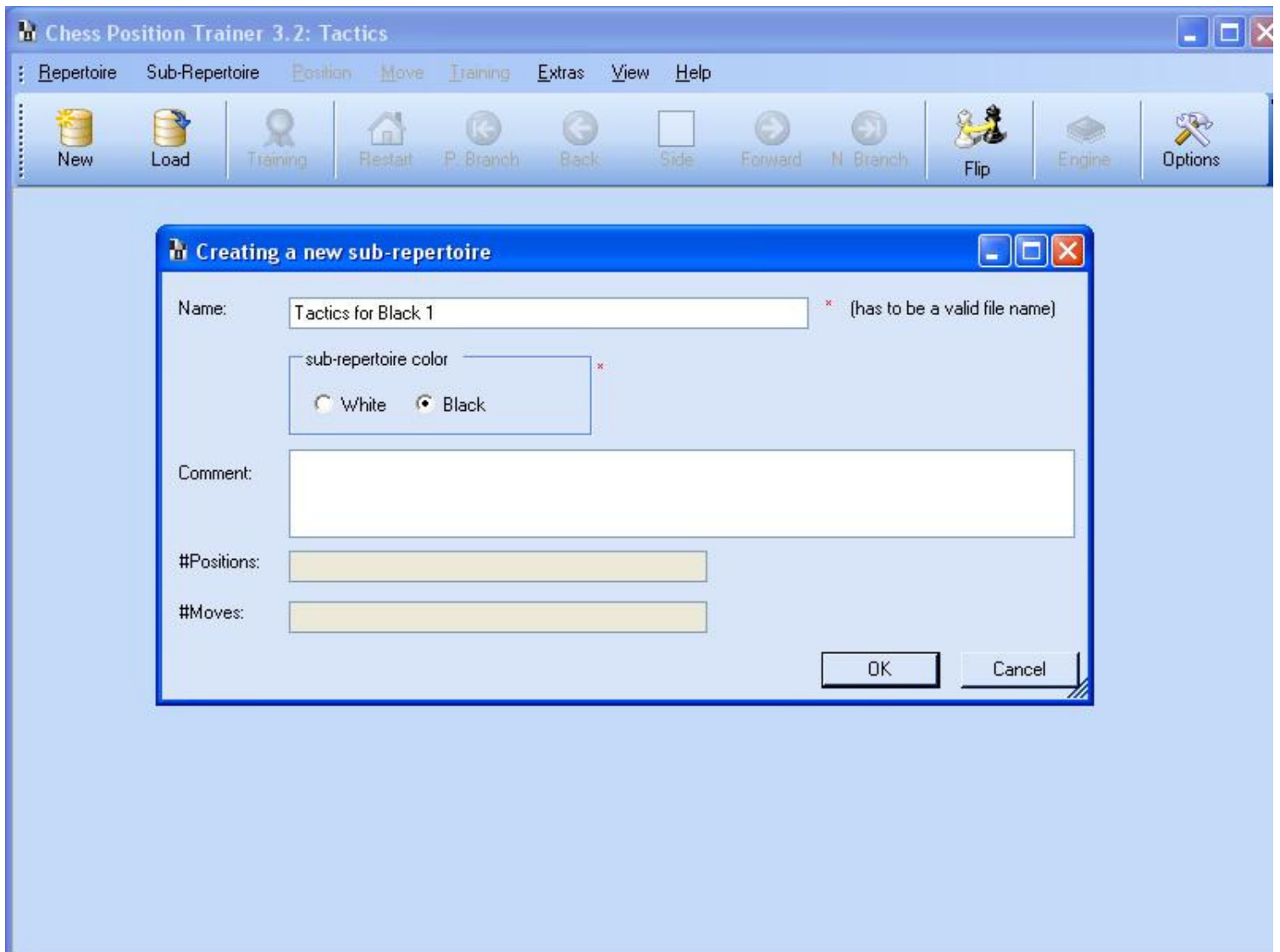
Select a name for your repertoire file ...



The program asks you to create a new sub repertoire



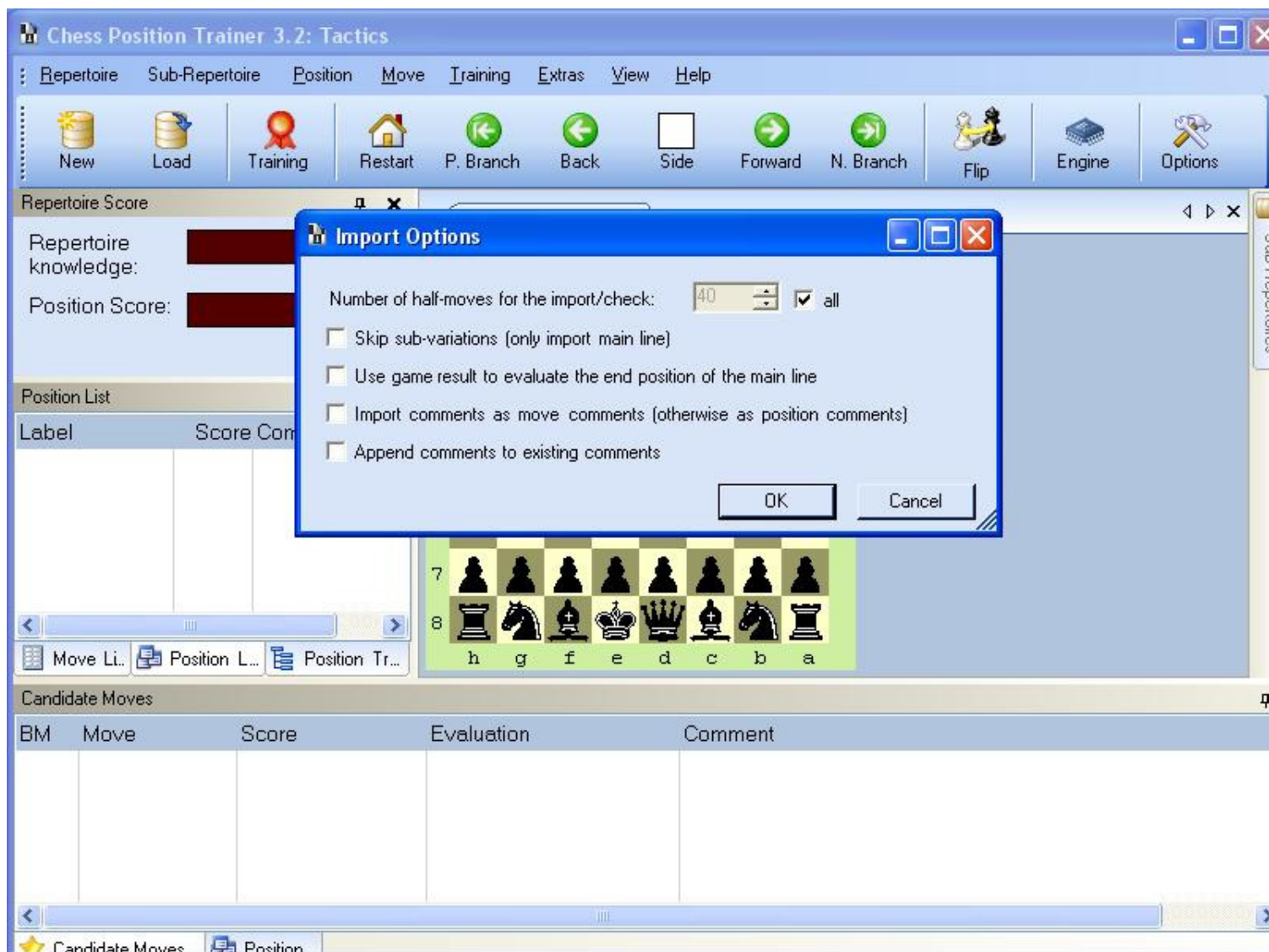
Click OK and select a name for your sub repertoire, since our file is for positions with black to move select 'black' as the color of the sub repertoire ...



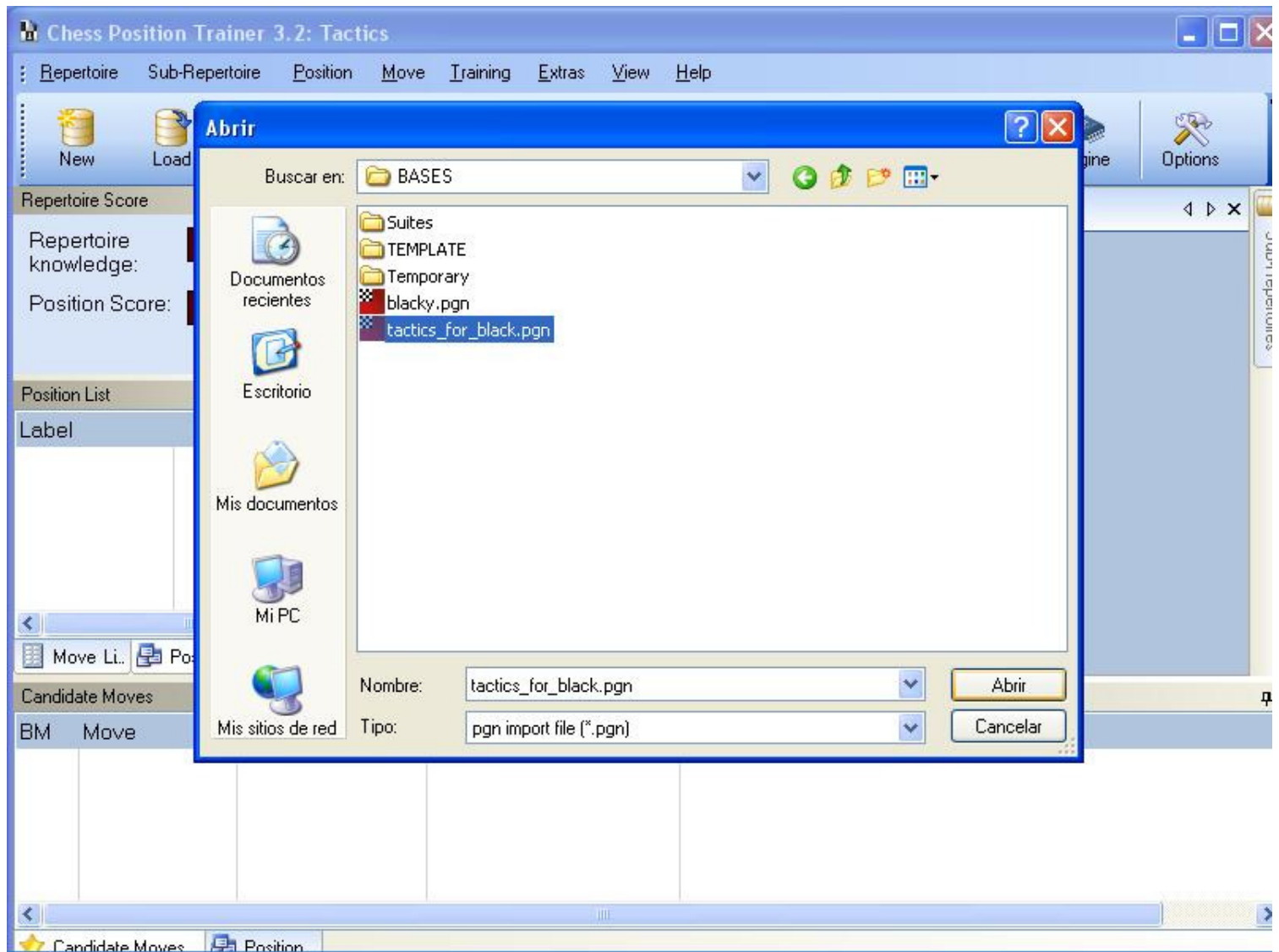
Next press 'import pgn file to current sub repertoire' ...



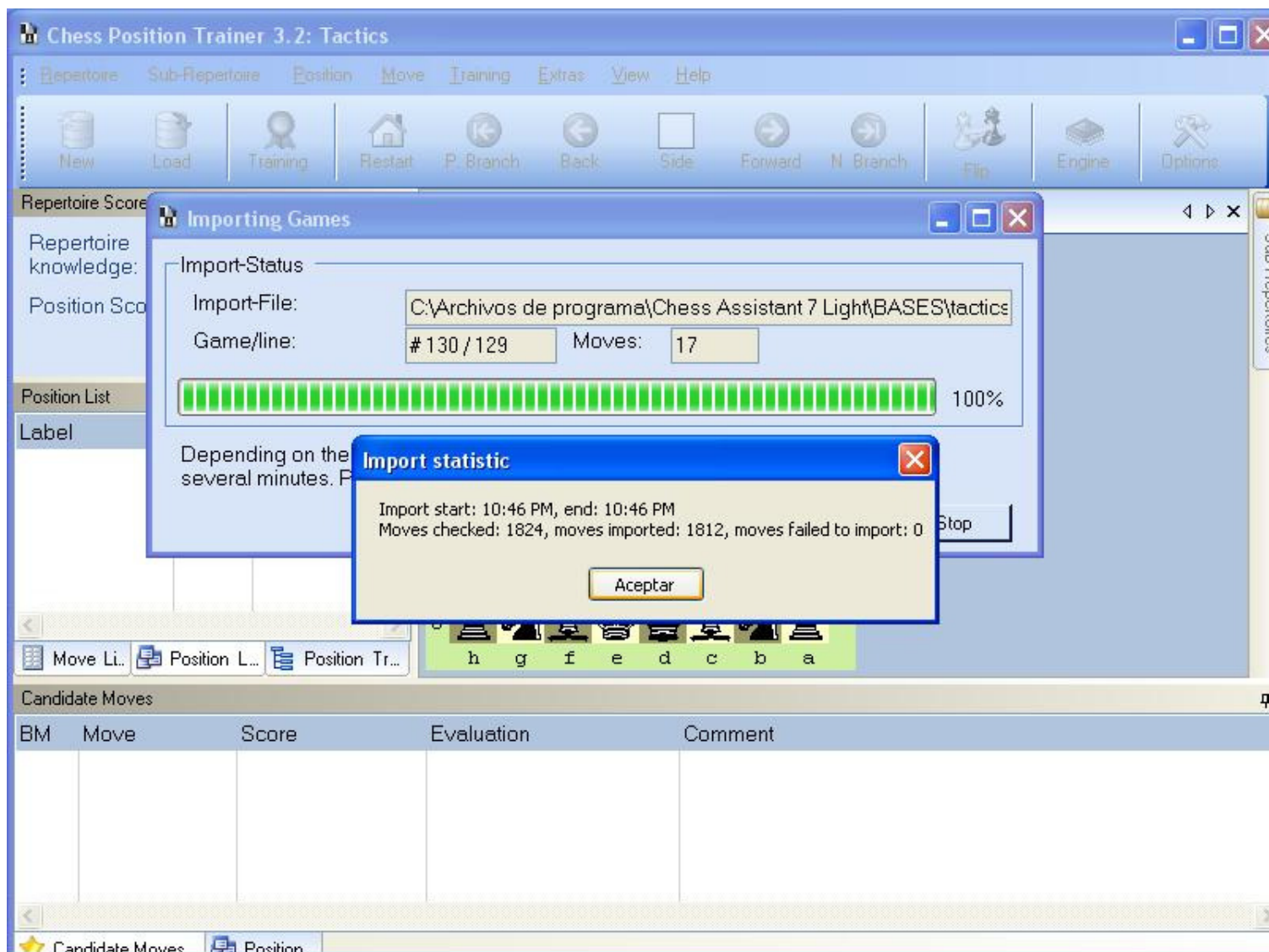
Select OK in the next window ...



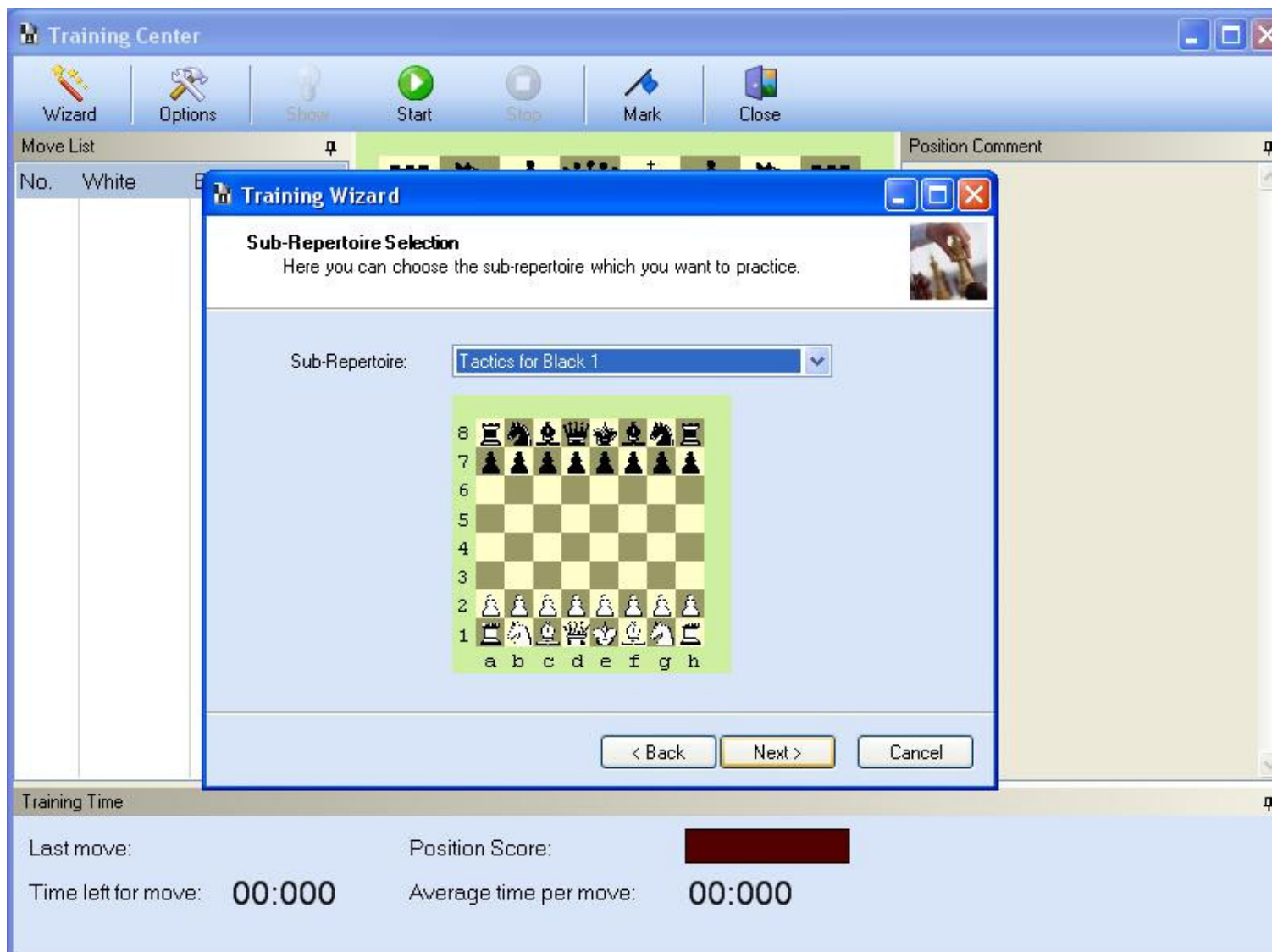
Now we navigate to the file we have just created and we select it



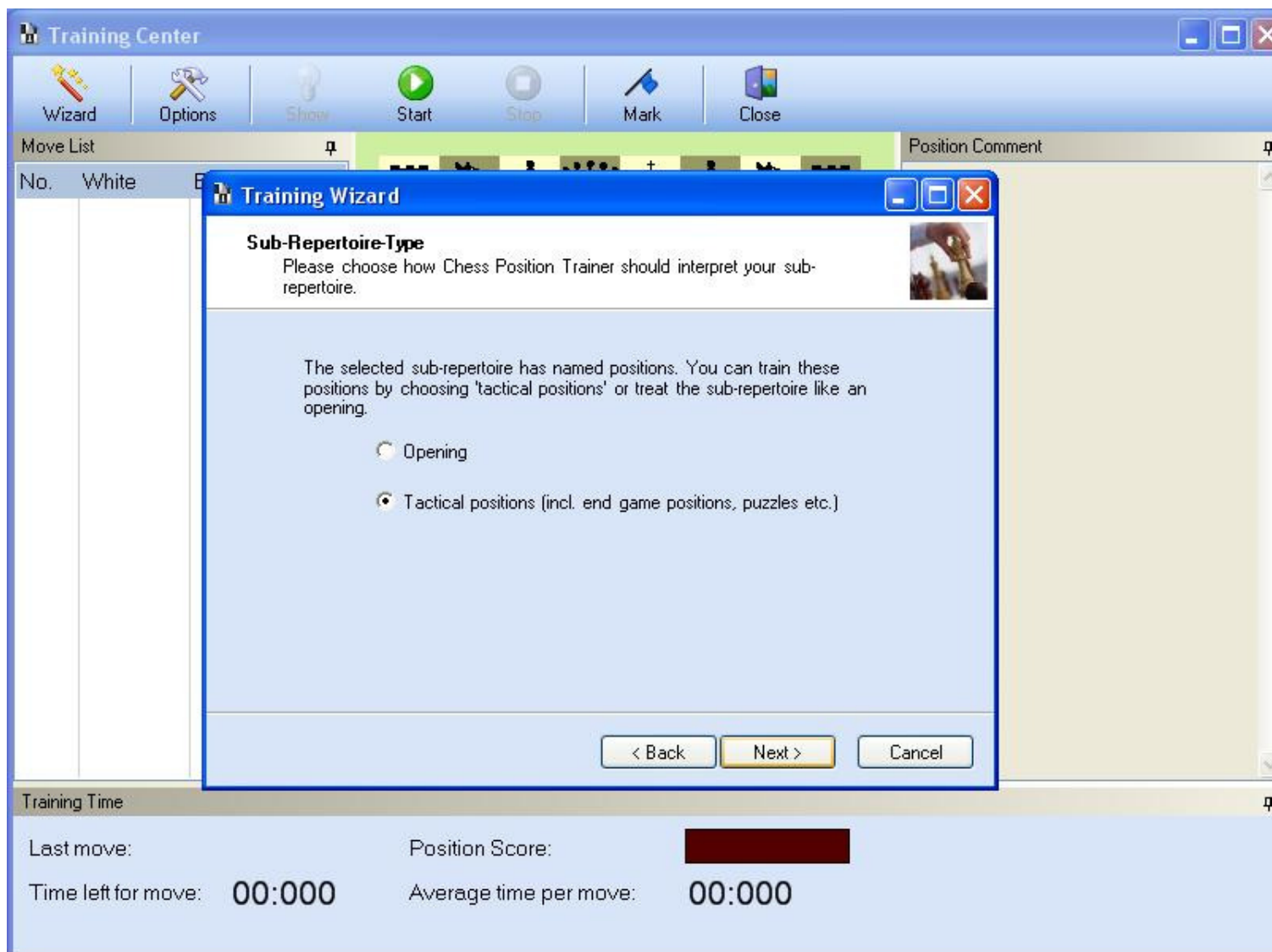
Press open and the program starts to load the positions



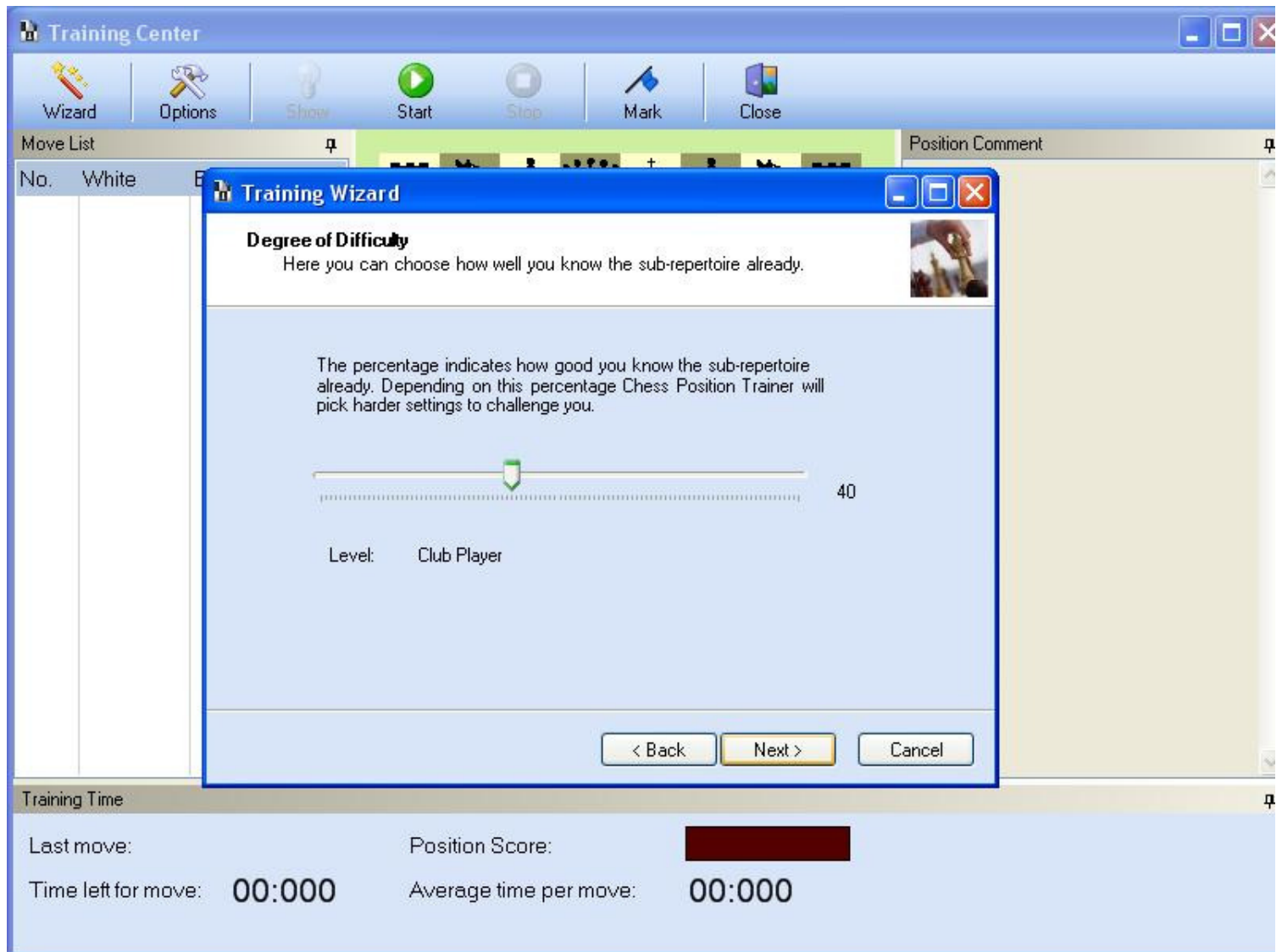
Press OK and we're done. We can now start training, press the 'Training' button and the wizard appears, click next and select the sub repertoire just created ...



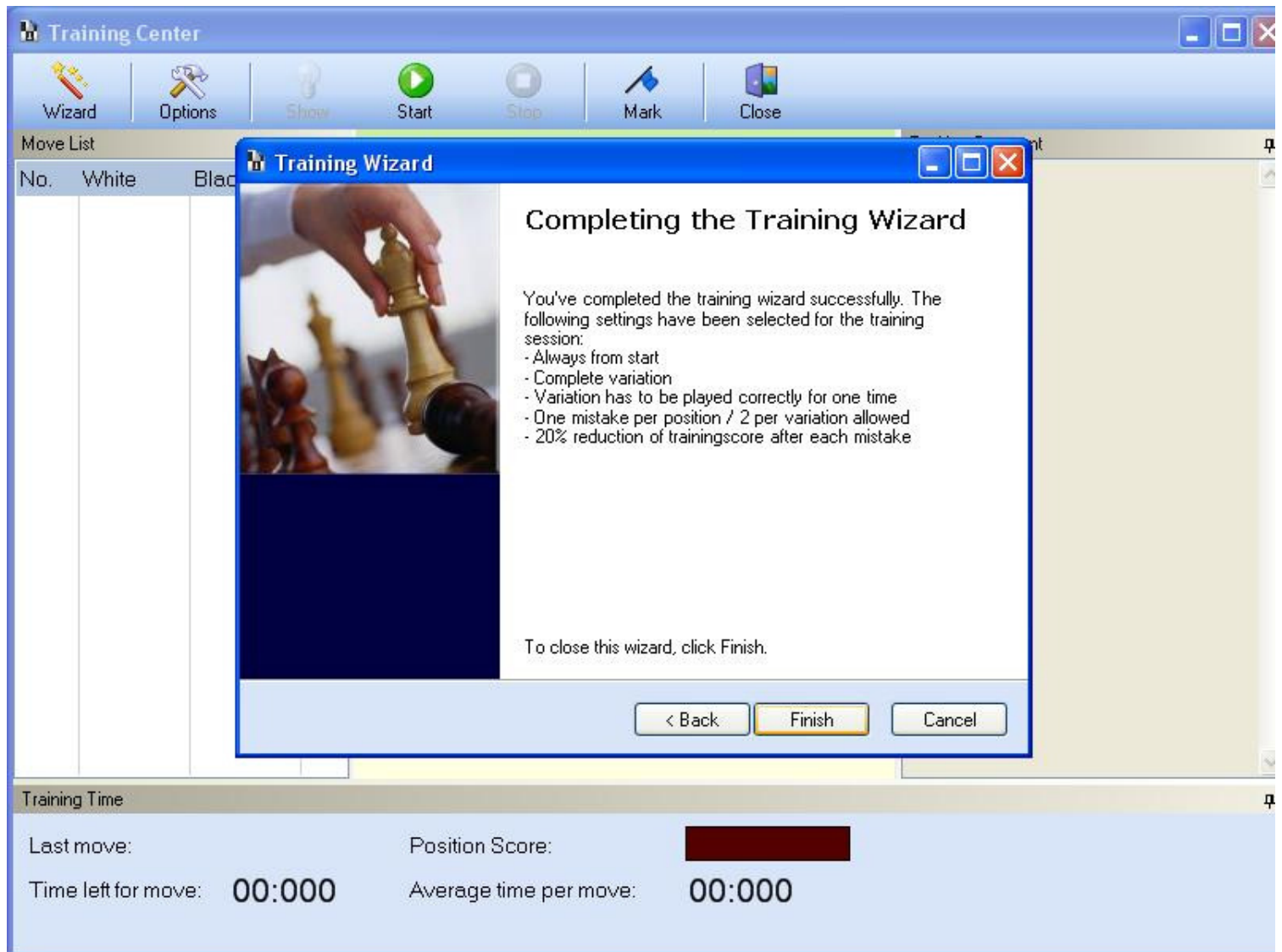
Click next and select 'Tactical positions' ...



Choose your degree of difficulty and press next ...



You will have a summary of the settings for the session ...



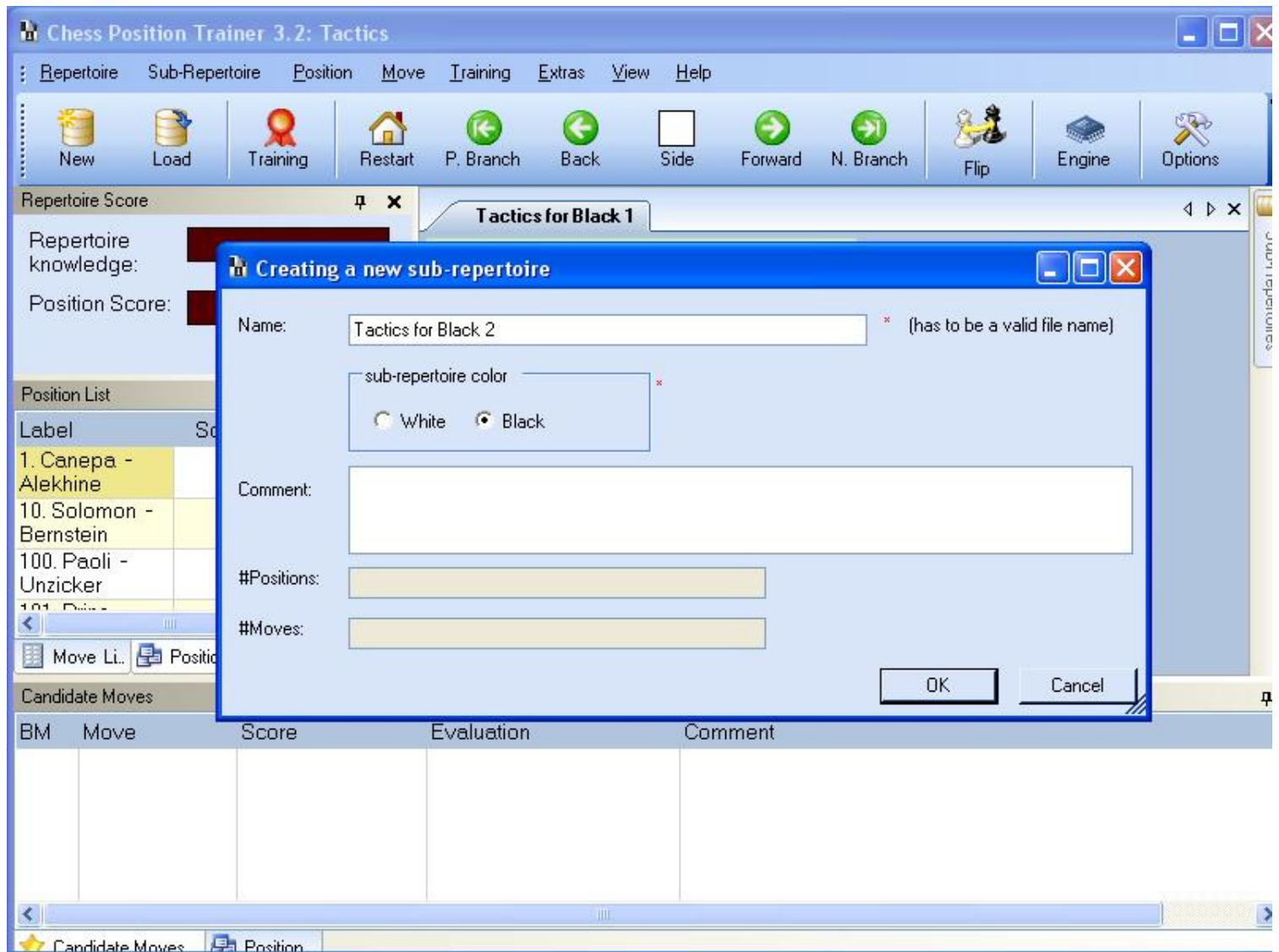
Press finish and start practicing.

When you're done press 'Stop' and close the training center.

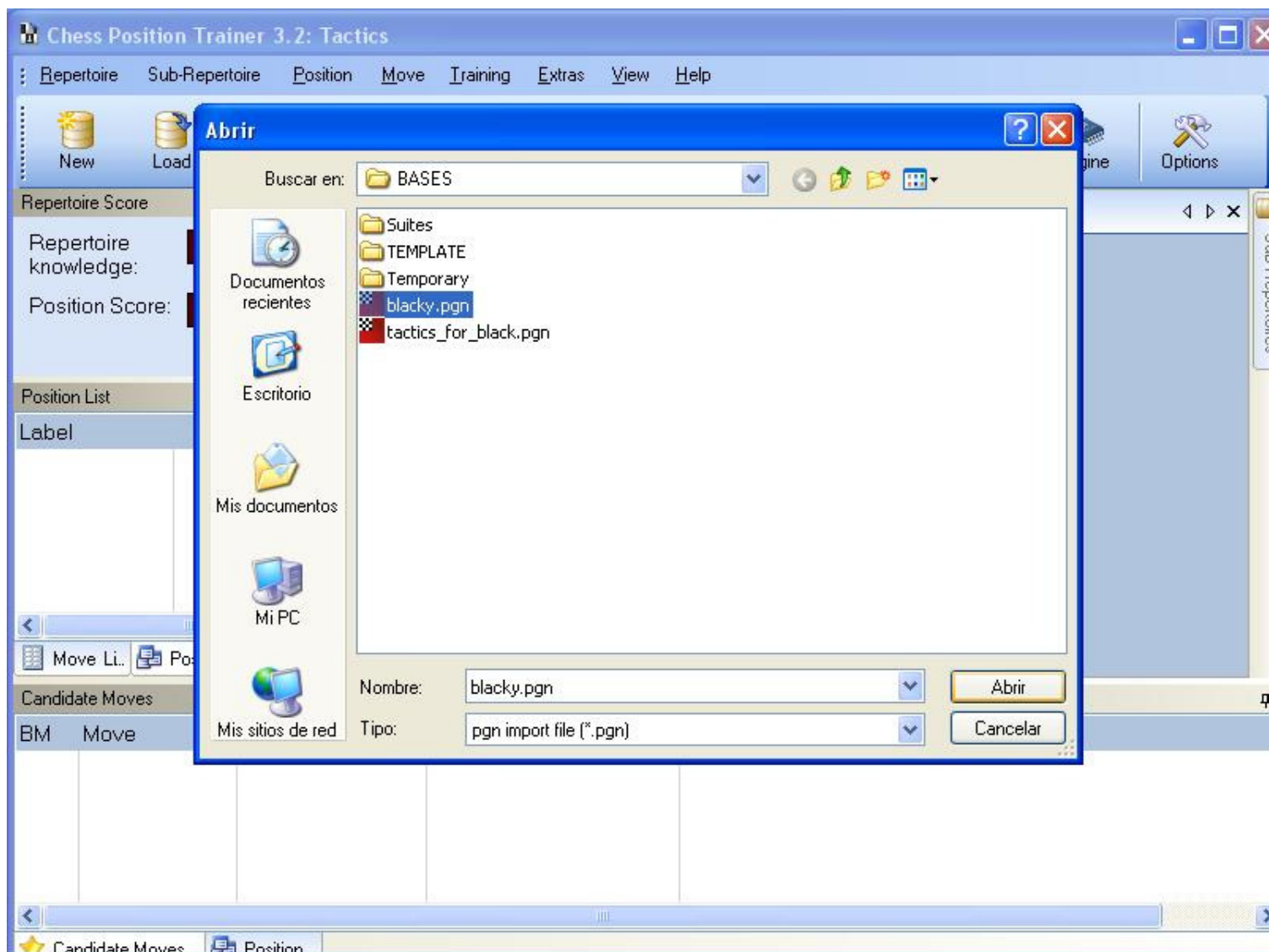
Now suppose we have another pgn file with different positions, to load it into this repertoire click on 'Import PGN file into NEW sub repertoire' ...



Select the name and color of the sub repertoire ...



Next load the new pgn file



Now we have two sub repertoires



So this is it The procedure for creating an endgame repertoire is much the same.

A Small Bug on the Training Center

Now I will describe a bug that sometimes happens when training. This is the situation; I have just created a sub repertoire with tactical positions and I'm training with it for the first time, I choose level 40 and start practicing, at some point the next position appears (this position is actually from the 'tactics' sub repertoire of the free standard repertoire, but it has happened to me with other files I created) ...

Training Center

Wizard Options Show Start Stop Mark Close

No.	White	Black
1.	Qd7	Rf8

Moves Per Minute: 10 240 240

Position Comment

Last move was wrong. Square of correct piece:
 (~ ~)
 Correct move is highlighted

Training Time

Last move: **Rf8** Position Score: ██████████

Time left for move: **00:000** Average time per move: **02:335**

I make the move Qd7 and after the program moves Rf8 I make the move Qg7#, but then the program marks the move as incorrect! (see graph above) ... Now the program asks me to try again ...

Training Center

Wizard Options Show Start Stop **Mark** Close

No.	White	Black
1.	Qd7	Rf8

8
7
6
5
4
3
2
1

a b c d e f g h

Messages Per Minute: 10 240 240

Position Comment

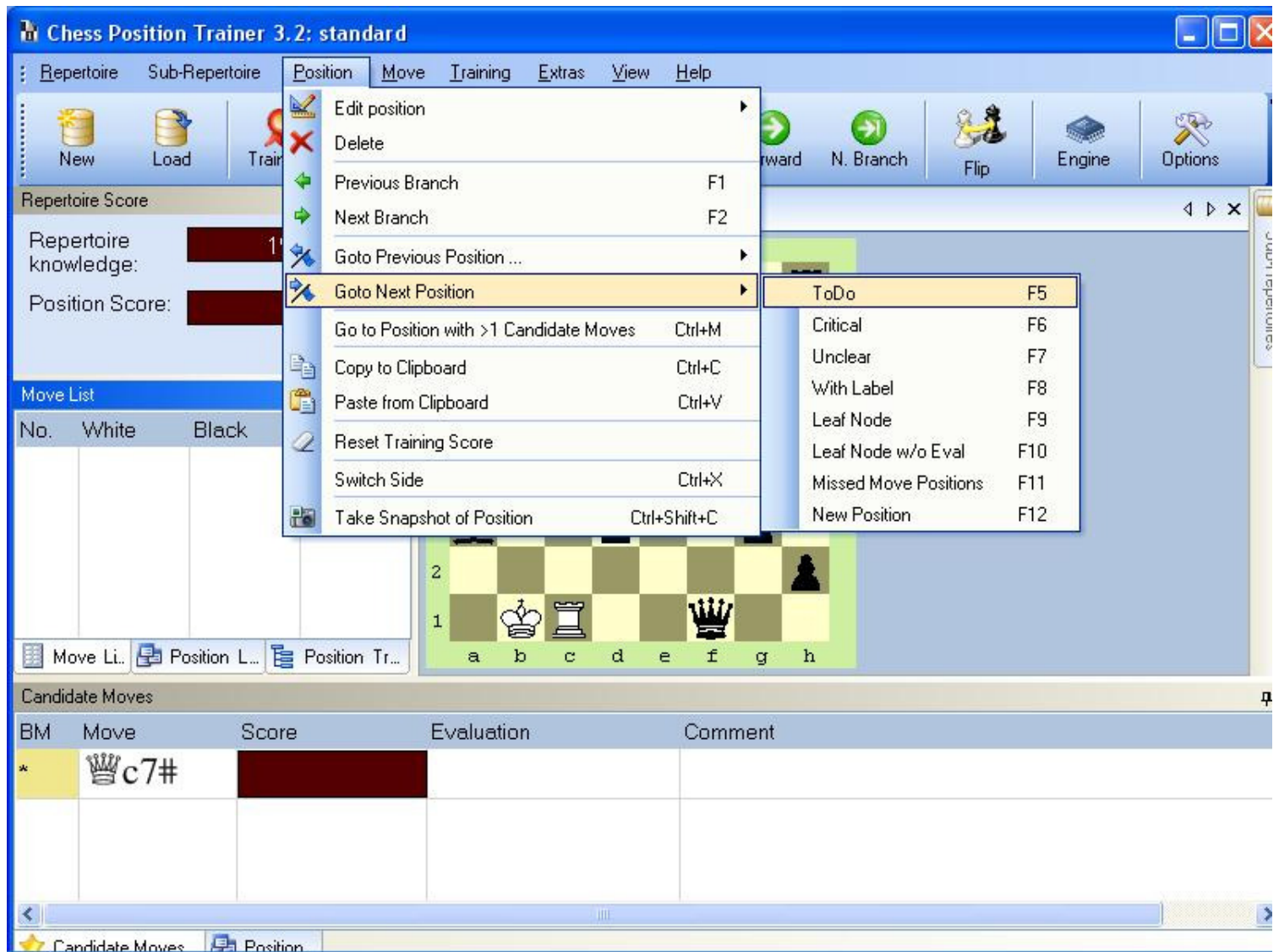
Training Time

Last move: **Rf8** Position Score: [redacted]

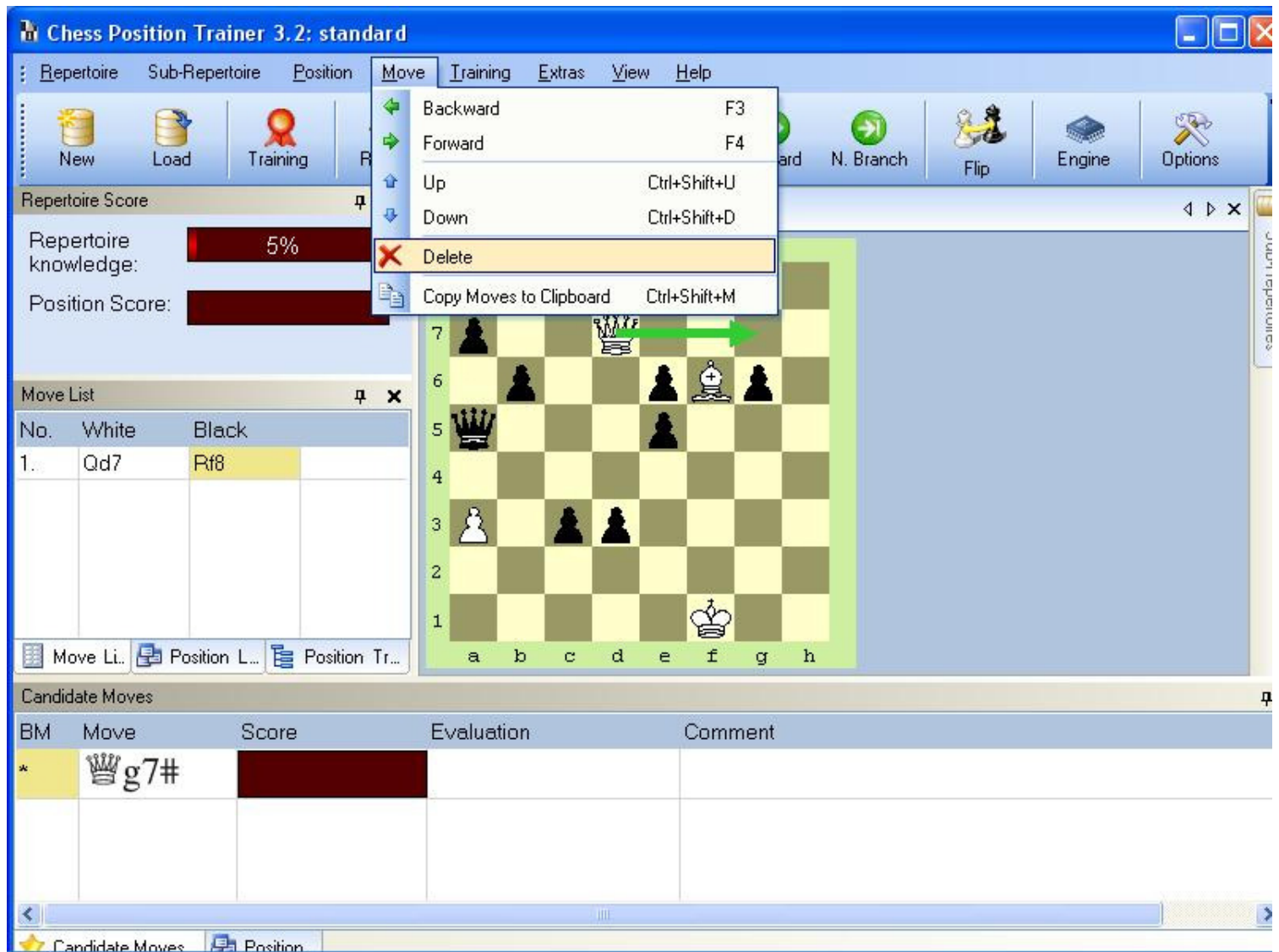
Time left for move: **00:000** Average time per move: **02:335**

Last move was wrong.
Move!

When this happens you have to mark the position in question to return to it later after closing the training center, press the 'Mark' button to mark the position as 'ToDo', press the button several times to make sure the program really marks the position. When I make the move Qg7 again the program marks it as incorrect but then it switches to the next position and I can keep on training. If this occurs again with other positions I repeat the procedure so that at the end all positions which cause this bug are marked as 'ToDo'. Once you have marked all those positions close the training center and in the main window select 'go to next position / todo'



The position should now appear in the board See below ...



Press the 'Forward' button till you reach the move that was marked as incorrect, it appears in the 'Candidate Moves' list (see above), in this case it is Qg7#, click on 'Delete' to remove it, the position will have no candidate move now, next input the move by yourself, just enter the move manually with the mouse and press the 'Back' button, the screen now appears as below

Chess Position Trainer 3.2: standard

Repertoire Sub-Repertoire Position Move Training Extras View Help

New Load Training Restart P. Branch Back Side Forward N. Branch Flip Engine Options

Repertoire Score

Repertoire knowledge: 5%

Position Score:

Tactical Positions

Move List

No.	White	Black
1...	Qd7	Rf8

Candidate Moves

BM	Move	Score	Evaluation	Comment
*	♙g7+			

Move Li... Position L... Position Tr...

Candidate Moves Position

Notice how in the candidate move list the entered move now appears as Qg7+, not Qg7# as it should, probably this means that the program is not recognizing the mate (perhaps this information is useful for Stefan). Anyway, after this fix this position no longer will have any problems in the training center. Repeat this procedure with all the positions marked as 'ToDo' and thereafter you will not encounter this problems again for this sub repertoire.

Finally, click on 'remove marks for ... / all ToDo positions' to clear the marks. That is all.

Happy training with CPT!

Chess Position Trainer 3.2: standard

Repertoire Sub-Repertoire Position Move Training Extras View Help

New Save Ctrl+S Add Separate Ctrl+R Delete Close Properties Ctrl+I Refresh Ctrl+U Restart Shift+F1 Copy (from here on) Split into two (from here on) Merge with ... Import PGN-file into ... Export PGN Import EPD Export EPD

Remove Marks for ... all ToDo Positions
 Reset all Training Scores ... all Unclear Positions
 Run Backsolving ... all Critical Positions
 all Missed Move Positions
 all New Positions

Tactical Positions

g h

Sub-Repertoires

ent

Candidate Moves Position