

10 Timely Ideas for Opening a Game of Chess

- 1 Open with a **center** Pawn
- 2 **Develop** with **threats**
- 3 Knights **before** Bishops
- 4 Don't move the same piece **twice**
- 5 Make as **few** Pawn moves as possible
- 6 Don't bring out your Queen **too early**
- 7 Try to castle **as soon as possible**,
on the King-side if you can
- 8 Try to control the **Center**
- 9 Try to keep at least one Pawn in the **Center**
- 10 Beware the **Achilles Squares** (**f2** & **f7**)

Topics to master:

What is the **Center** and why is it important?

What is **Development**?

What is a **Tempo**?



David Donaldson teaches Chess

chess@davidDonaldson.com

parents: <http://www.daviddonaldson.com/ChessHome.html>