CHESS CLUB

“A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid Queen’s Gambit and French Defense and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game.” - Richard Reti

**Develop rapidly and take over the center**

Get your pieces out and fighting! If they are on the back rank, you might as well not have them. They are most effective in the center. The way to take over the center is with your e- and d- pawns. These pawns can make little steps down the middle towards the Black King and, on the way, stomp on the toes of the Black pieces to make them jump out of the way!

**Common Openings**

* **Giuoco Piano** – 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6
* **Ruy Lopez** – 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4
* **Four Knights** – 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bc4 Bc5
* **Caro-Kann** – 1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5
* **French Defense** – 1. e4 e6 2. d4 d5 3. e5 c5 4. C3 Nc6
* **Closed Sicilian Defense** – 1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7
* **Evans’ Gambit** – 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4

 **8 Rules for the Opening**

1. Get your pieces out into the center quickly. The opening is a race to see who can get their pieces out first while keeping at least a share of control of the center.
\* *This is the main point to remember; all the other rules are just footnotes to this one.*
2. More detail on winning the race:
\**Move pieces not pawn; move them to their best squares in one move if you can and try to gain time by moving aggressively. Don’t just move pieces back and forth!*
3. Move minor pieces out first, not your Queen or Rooks which can be attacked.
4. Get a firm foothold in the center and don’t give it up.
5. Generally move Knights straightaway to f3/c3 or f6/c6.
6. Move your King to safety at the side by castling King’s-side (which also gets your Rook into play)
7. Keep your queen safe!
8. Complete your development before moving a piece twice or starting an attack.
\* Don’t grab pawns or attack if you haven’t completed development

**Lasker’s rules for the opening**

1. Do not move any pawns in the opening of a game but the King and Queen pawns.
2. Do not move any piece twice in the opening, but put it at once on the right square.
3. Bring out your knights before developing your bishops, especially the Queen’s Bishop.

Why should you move the knights first? Well, knights are much more effective in the center. Bishops are more effective here too but they can work from a distance easier. For the opening, that means Knights moving to c3 and f3 (or c6 and g6) are a good option. Where should the Bishops go? The White King’s Bishop on f1 could go to b5, c4, d3 or even e2. Which is best? That depends on what your opponent is up to. So, move your Knights straight away to the center, and while you are doing that your opponent’s moves may suggest to you where you should put your Bishops.

**Fine’s rules for the opening**

1. Open with either the e- pawn or the d- pawn.
2. Wherever possible, make a good developing move which threatens something or adds to the pressure on the center.
3. Develop knights before bishops.
4. Pick the most suitable square for a piece and develop it there once and for all.
5. Make one or two pawn moves in the opening, no more.
6. Do not bring your queen out too early.
7. Castle as soon as possible, preferably on the king’s side.
8. Play to get control of the center.
9. Always try to maintain at least one pawn in the center.
10. Do not sacrifice without a clear and adequate reason, eg:
--it secures a clear advantage in development
--it deflects the opponent’s queen
--it prevents the opponent from castling
--it enables a strong attack to be developed

**Fine’s last two questions to be asked before a move is made:**

How does it affect the center?

How does it fit in with the development of my other pieces and pawns?