

PRINCIPLES OF DEVELOPMENT

1. Advance the d and e pawns, two square if possible to clear the way for other pieces
2. Develop the Knights before Bishops preferably to f3, c3, c6, and f6.
3. Develop the Bishops next to active squares if possible, defensive squares if necessary.
4. Castle, to safeguard the King and develop the Rook.
5. Move the Queen off the first rank but not too far from home, to avoid being harassed by the opponent's pieces.
6. Develop the rooks to the squares on the central files (c1, d1, e1, and f1 for White, and the corresponding squares for Black) These files are likely to be open later in the game, and the rooks will come into play.
7. When possible, develop with a **THREAT**: if your opponent can't meet the threat with a developing move of his own, you will gain time in the race to get the pieces out.
8. Don't lose time by moving the same piece twice.
9. Avoid early Queen sorties.
10. Avoid useless checks.
11. Avoid cramped positions – when cramped , try to swap some pieces to get some room to maneuver.
12. **SIEZE OPEN LINES!!!!**

A chess game has a beginning, middle, and an end.

In general, there are two strategic goals when playing the opening of a chess game. The first is **DEVELOPMENT** – the opening is the time to get pieces into play. The second is **PAWN STRUCTURE** – a favorable formation of our center pawns, will be the foundation on which to build the middle game attack.

The secret to opening play is to look for ways to advance your own development while hindering your opponent's.

Whoever controls the **CENTER** - squares c4, d4, e4, f4, c5, d5, e5, f5 – dictates the course of the game.