

10 Timely Ideas for Opening a Game of Chess

3 Knights before Bishops

After a player has opened with a center pawn, they might try to develop a Bishop or one of their Knights. Which is better? One Knight has two move choices, the other as many as three moves, two of which are poor choices.

Knights have fewer possible moves to choose from until they move into or near the center. They should be developed to squares near the center right away.

Knights are also useful when the board is crowded with pieces and Pawns. They can leap obstacles that block Bishops & Rooks.

For example:

1. e4, e5 Now White's **g1**-Knight has the choices: **e2, f3 & h3**

The choice **2. Nh3** posts the Knight to the edge of the board where it will be both a target (for the **c8** Bishop) and more than a little useless.

2. Ne2 blocks White's Bishop and Queen and doesn't threaten any of Black's forces.

2. Nf3 attacks Black's center Pawn at **e5** and multiplies the power of the Knight. The square **f3** is a natural square for White's **g1**-Knight.

We can even say that **2. Nf3** is the best move on the board.

Bishops have such a long reach (mobility) they often have more good squares from which to choose. We can wait our Bishops a move or two to let our scouts, the Knights, make their natural first moves and reach their best squares.



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