

# 10 Timely Ideas for Opening a Game of Chess

## 4 Don't move the same piece **twice**

Players must be careful not to lose time in the Opening. Time in Chess ticks back and forth in **Tempo**, an expression for the way each player has their chance, on their move, to improve their position. A wasted move loses time.

If a player does not “**wake up**” enough pieces they can be overrun. Players need to post their pieces quickly to useful squares that join the battle for the Center while at the same time looking after their own King's safety.

A Beginner will often develop a Knight (or any piece) to a square where it can be driven away by a pawn. This means another move, a wasted move, has to be spent trying to find a safe and useful square for the piece. A player who falls a move or two “behind” in this way can have problems that last the entire game.

Another problem for beginners is they often “begin” by learning to play **one piece at a time**. The beginner deploys a Knight or a Bishop and then, often surprised at still being alive, they decide to move it again. And then again. And when the piece finally is lost or gets “stuck” the beginner reaches for another piece and repeats this pattern.

Would these players choose to play piano one key at a time? Chess is played with “all keys!” **Wake up all your pieces!**

While the beginner is moving the **same** piece again, the better player is “waking up” **another** piece. Soon they get their entire army into play. The better player often has more pieces in play and so usually has more good moves to choose from.

**Simply:** Play with **all** your pieces!



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