

10 Timely Ideas for Opening a Game of Chess

4 Make as **few** Pawn moves as possible

Beginners move Pawns for the simple reason that they see it as an easy, low -risk move. Their chief hurdle is Fear. They need encouragement to try moving their pieces.

The fact that Pawns only march forward creates a unique set of considerations compared with the pieces. Pawns spend one step of their power with each square they advance. (Even as they gain potential power with each step toward promotion.)

The Pawn will never be able to reverse steps and recapture a previous square. A Knight by contrast can often easily retreat and redeploy away from or around an attacking Pawn.

Beginners should not to push too many Pawns before knowing where their opponent is deploying their pieces. Mistakes in Pawn play can be permanent. On which side of the board will each player be castling? Is it worth weakening your Pawn skeleton to attack a piece that can redeploy to a good square?

Some center Pawns must be moved to create routes for the Queen and Bishops to develop. And Pawns are critical in competing for the Center. But players waste time when they move Pawns when they should be developing their pieces.

Any breaks in the Pawn wall in front of the castled King are potential holes. Extra Pawn moves often make holes for an attacker to exploit.

Simply: Move pieces not Pawns!



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