

Ding!

One extra point may be claimed during the weekly tournament by players in my Beginner classes who **connect their Rooks**.



Players who practice **10 Timely Opening Ideas** clear the squares on their first rank for their Rooks to operate. Beginners are encouraged to develop all their pieces quickly, including Castling. This usually leads to a quick “Ding!”.

The point of this reward is not just motivation. Setting an interim goal gives Beginners **ideas**. The goal of timely development suggests moves a beginner might otherwise neglect. And having well-positioned pieces offers a player more and better choices for the rest of the game.

Players should wait to “Ding!” if it is not a good move at that moment. They may connect their Rooks later in the game, perhaps linking to hold an open file.

I only require that players see the “Ding!” themselves and claim it on the move it occurs, not several moves later (or after the game). I have found this to be a most effective method for encouraging Beginners.



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