

## ALWAYS

1. Whenever you can get a free piece or a free pawn, TAKE IT! Afraid it might be a trap or a gambit? Take it anyway unless you see a definite reason why not to.
2. Every move you make, before you reach to make the move, take a last look around and make sure you are not hanging a piece.
3. Before considering any thing else when your opponent makes a move...ask yourself is he hanging a piece.

Want to make a master class move? Then think like this:

- Did my opponent hang a piece or a pawn?
- Is my opponent threatening anything?
- What is my plan?
- What is my move?
- Am I hanging something?

## The Four Principles

1. King Safety – The protection of the king is important and the easiest of the principles to follow.
2. Material – With all other factors equal, whoever is winning in material should win.
3. Force – The hardest and most important of the principles to master. Force is tactics...forcing a game to a particular outcome.
4. Mobility – positional concepts of space.

## The Half-Dozen Always Remembers

1. A knight on the rim is grim
2. Rooks belong on the open files. Develop them quickly and win.
3. A good bishop is not blocked in by his own pawns...A bad bishop is blocked in.
4. Keep your good bishops, trade off your bad bishops.
5. When trading, count the defenders and the attackers.
6. Tempo means time. Try to play moves that gain time. For example developing while attacking.

## The 10 Golden Opening Rules

1. Develop your pieces
2. Control the center
3. Play for the pawn center! The pawn center is mighty!
4. Try to do moves that satisfy more than one goal.
5. Develop with threats!
6. Castle often, castle early!
7. Make as few pawn moves as possible
8. Do not move the same piece twice
9. Do not bring your queen out early without good reason.
10. Do not move your kingside pawns without good reason if you are castling or have castled kingside.