

THIRTY CHESS RULES

TEN OPENING RULES

- 0 1) OPEN with a CENTER PAWN.
- 0 2) DEVELOP with threats.
- 0 3) KNIGHTS before BISHOPS.
- 0 4) DON'T move the same piece twice.
- 0 5) Make as FEW PAWN MOVES as possible in the opening.
- 0 6) DON'T bring your QUEEN out too EARLY.
- 0 7) CASTLE as soon as possible, preferably on the KING SIDE.
- 0 8) ***Always play to gain control, of the center***
- 0 9) Try to maintain at least ONE PAWN in the CENTER.
- 0 10) DON'T SACRIFICE without a clear and adequate reason. For a sacrificed pawn you must
 - a) GAIN THREE TEMPI, or
 - b) DEFLECT the enemy QUEEN, or
 - c) PREVENT CASTLING, or
 - d) BUILD UP a strong attack.

TEN MIDDLEGAME RULES

M 1) HAVE ALL your MOVES fit into definite PLANS.

Rules of Planning:

- a) A plan MUST be suggested by some feature in the position.
- b) A plan MUST be based on SOUND STRATEGIC PRINCIPLES.
- c) A plan MUST be FLEXIBLE,
- d) CONCRETE and,
- e) SHORT.

Evaluating a Position:

- 1) MATERIAL
- 2) PAWN STRUCTURE
- 3) PIECE MOBILITY
- 4) KING SAFETY
- 5) ENEMY THREATS

M 2) When you are material AHEAD, EXCHANGE as many pieces as possible, especially QUEENS.

M 3) AVOID serious pawn WEAKNESSES.

M 4) In CRAMPED POSITIONS free yourself by EXCHANGING.

M 5) DON'T bring your KING out with your OPPONENT'S QUEEN on the board.

M 6) All COMBINATIONS are based on DOUBLE ATTACK.

M 7) If your opponent has ONE or MORE pieces EXPOSED, look for a COMBINATION.

M 8) IN SUPERIOR POSITIONS, to ATTACK the ENEMY KING, you must OPEN a file (or less often a diagonal) for your HEAVY PIECES (QUEEN and ROOKS).

M 9) IN EVEN POSITIONS, CENTRALIZE the action of ALL your PIECES.

M 10) IN INFERIOR POSITIONS, the best DEFENSE is COUNTER-ATTACK, if possible.

TEN ENDGAME RULES

- E 1) To win WITHOUT PAWNS, you must be at least a ROOK or TWO MINOR PIECES ahead (two knights excepted).
- E 2) The KING must be ACTIVE in the ENDING.
- E 3) PASSED PAWNS must be PUSHED (PPMBP).
- E 4) The EASIEST endings to win are PURE PAWN endings.
- E 5) If you are ONLY ONE PAWN ahead, EXCHANGE PIECES, not pawns.
- E 6) DON'T place your PAWNS on the SAME COLOR SQUARES as your BISHOP.
- E 7) BISHOPS are BETTER than KNIGHTS in all but BLOCKED pawn positions.
- E 8) It is usually worth GIVING UP A PAWN to get a ROOK ON THE SEVENTH RANK.
- E 9) ROOKS belong BEHIND PASSED PAWNS (RBBPP).
- E 10) BLOCKADE PASSED PAWNS with the KING.

-Thank you, Reuben Fine as modified by Richard Shorman

O = Opening Rule
M = Middlegame Rule
E = Endgame Rule