

Think Chess 4 Kids



The Ten Best Moves!

The Ten Best Opening Moves in Chess.

In my life with teaching chess to kids I found this question to be the hardest to answer. "I don't know which piece to move." All in all it is not that difficult of a problem if there was an easy answer that kids could accept as truth and that there were no exceptions. Chess however is a game of rules filled with an ocean of exceptions. Thousands of authors have written volumes about the best moves to start a game. And just as many have written about moves that contradict them. The argument will survive us all.

The best analogy I can come up with is that the following ten best moves are just suggestions to help answer the question, "What do I do next." Remember these are suggestions.

Before I show you the ten best moves let me give you some general rules that rarely have any exceptions.

Rule One: Give all your pieces good jobs as soon as possible. Pieces on their starting squares are asleep and generally useless.

Rule Two: Move your center pawns in the middle and have your pieces given jobs near them. The center is the most valuable part of the board. Pieces should move towards the center since all of them are the most powerful when there.

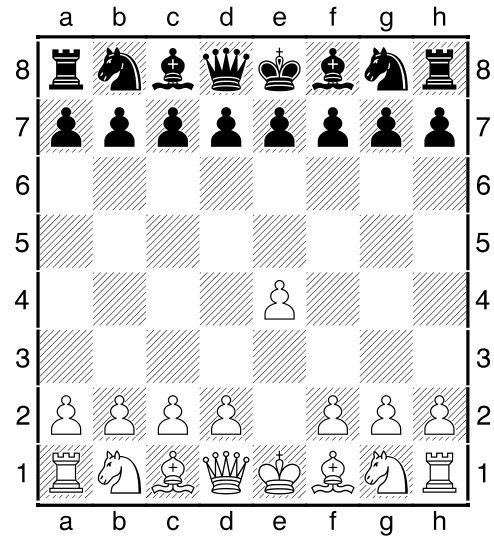
A piece in the middle, fit as a fiddle, a piece on the rim, very dim.

Rule Three: Castle your King early. Remember a castled King with a Knight guarding the front door is hard to checkmate. King safety should be an early concern.

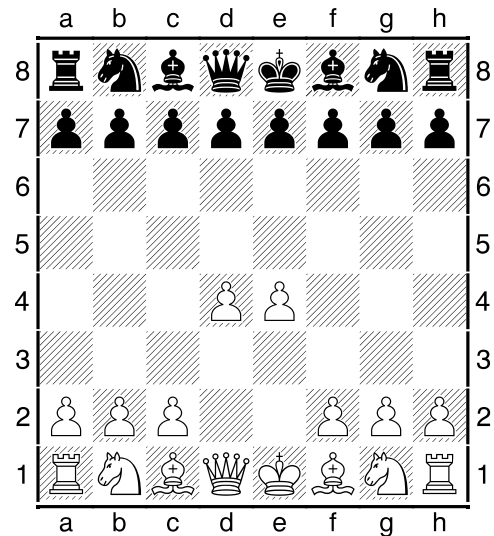
Rule Four: Move your Rooks to open files or towards the middle files.

Rule Five: Don't bring your Queen out too early and make sure everyone has a good job before going on the attack.

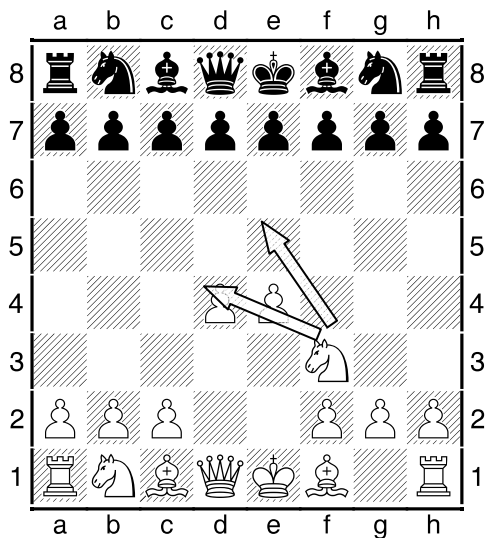
The Ten Best Moves:



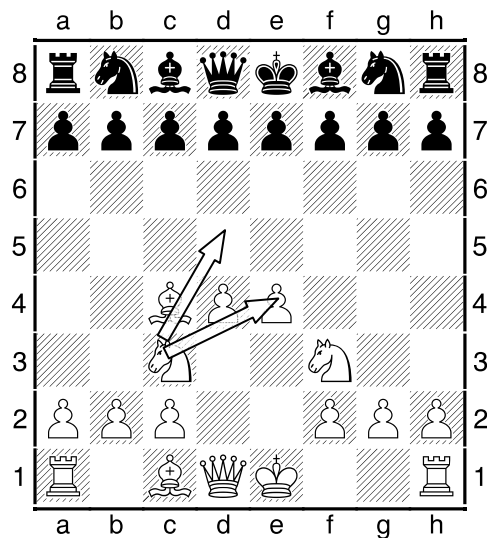
Move One: Put a pawn in the center. Either the King pawn or the Queen pawn.



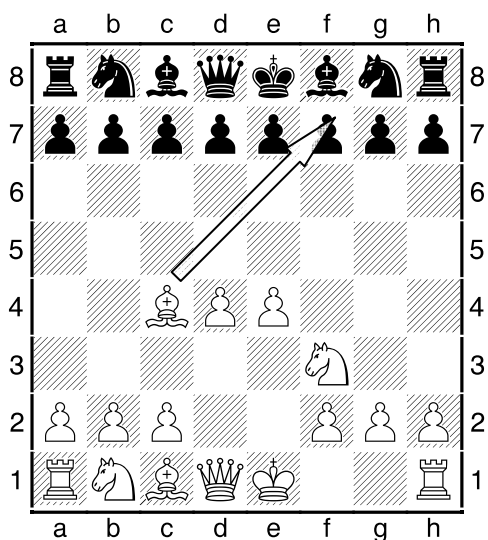
Move Two: If the other side doesn't put a pawn in the center then place another pawn in the center.



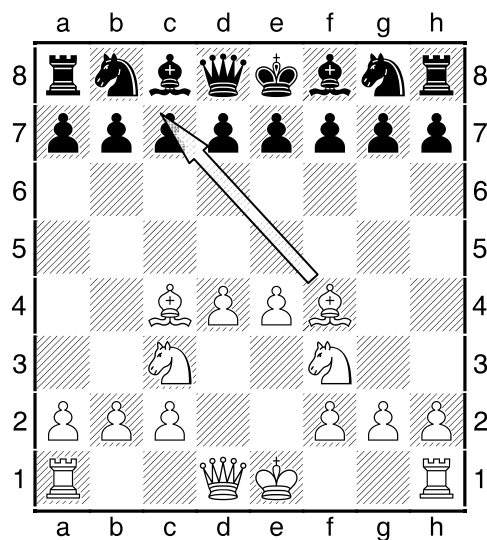
Move Three: Bring out a Knight to guard a center pawn or attack a center square.



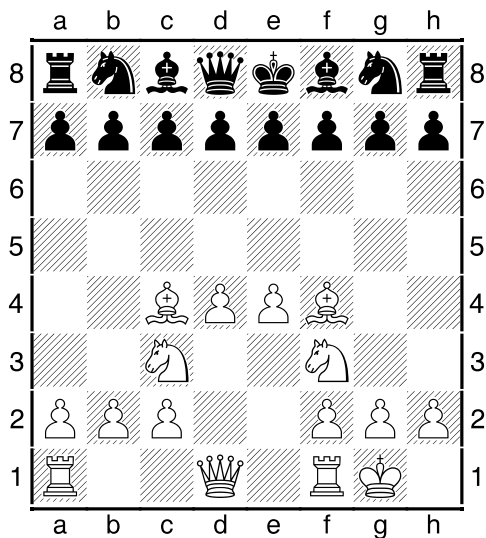
Move Five: Give your other Knight the same kind of job.



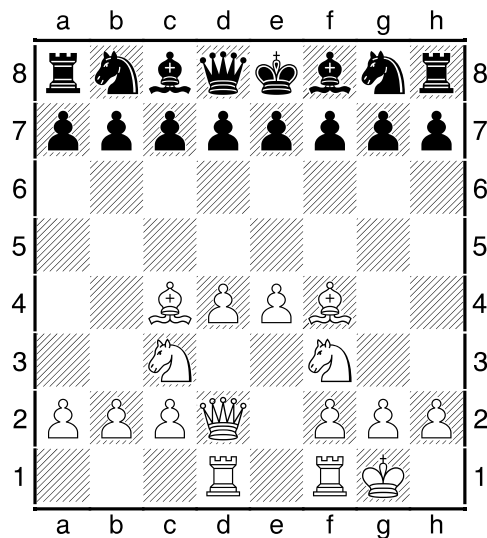
Move Four: Move your King's Bishop out to attack the weakest pawn in the enemy camp. f7 for Black and f2 for White. The weakest pawn is only guarded by the King. You have also prepared your King for Castling.



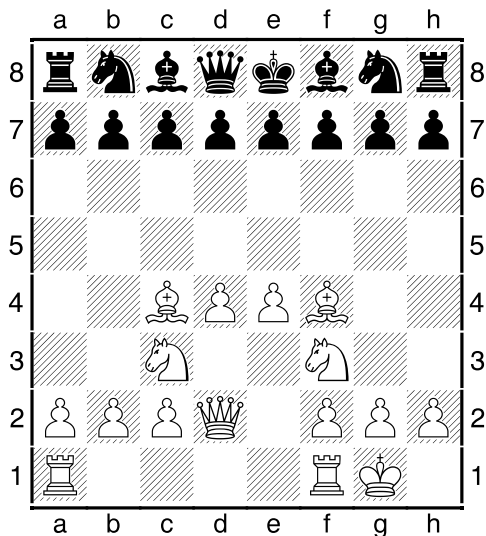
Move Six: Move the other Bishop to attack the second weakest pawn in the enemy camp. c7 for Black and c2 for White. The weakest pawn is only guarded by the Queen.



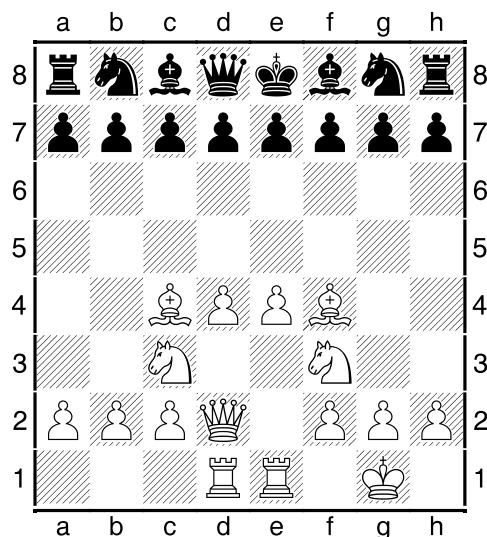
Move Seven: Castle your King to safety! This is making the Perfect Palace. Castling places your King out of harm's way in the center and tucks him behind a wall of pawns with a Knight and a Rook to help if needed. Also now the Rook and Queen are able to talk to each other.



Move Nine: Bring the Queen side Rook to d1 behind the Queen. Rooks love open files. An open file has no pawns on it. If the d file opens up then this Rook will be ready.



Move Eight: Move the Queen up one to allow the Rooks to talk to each other. Connecting the Rooks signals the beginning of start of the Middle Game as the Rooks soon will make their way to the open files.



Move Ten: Bring the King side Rook to e1 and get him ready for a possible open e file. Although in this example the e and d files are being used for possible development of Rooks you often find them on any useful open file.

That is the ten best suggestions for placing your pieces in my opinion. Obviously a good opponent will try to stop you from getting your way and will try to do the same moves to you. This is the argument of chess openings. Who ever wins that argument will have an easier time winning the game.