

## THIRTY CHESS RULES

By Mr. Richard Shorman. A slightly modified Reuben Fine list.

### TEN OPENING RULES

- O1) **OPEN** with a **CENTER PAWN**.
- O2) **DEVELOP** with threats.
- O3) **KNIGHTS** before **BISHOPS**.
- O4) **DON'T** move the same piece twice.
- O5) Make as **FEW PAWN MOVES** as possible in the opening.
- O6) **DON'T** bring your **QUEEN** out too **EARLY**.
- O7) **CASTLE** as soon as possible, preferably on the **KING SIDE**.
- O8) Always play to gain control, of the center
- O9) Try to maintain at least **ONE PAWN** in the **CENTER**.
- O10) **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

M1) **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**

- M2) When you are materially **AHEAD**, **EXCHANGE** as many pieces as possible, especially **QUEENS**.
- M3) **AVOID** serious pawn **WEAKNESSES**.
- M4) In **CRAMPED POSITIONS** free yourself by **EXCHANGING**.
- M5) **DON'T** bring your **KING** out with your **OPPONENT'S QUEEN** on the board.
- M6) All **COMBINATIONS** are based on **DOUBLE ATTACK**.
- M7) If your opponent has **ONE** or **MORE** pieces **EXPOSED**, look for a **COMBINATION**.
- M8) **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)**.
- M9) **IN EVEN POSITIONS**, **CENTRALIZE** the action of **ALL** your **PIECES**.
- M10) **IN INFERIOR POSITIONS**, the best **DEFENSE** is **COUNTER-ATTACK**, if possible.

## TEN ENDGAME RULES

- E1) To win **WITHOUT PAWNS**, you must be at least a **ROOK** or **TWO MINOR PIECES** ahead (two knights excepted).
- E2) The **KING** must be **ACTIVE** in the **ENDING**.
- E3) **PASSED PAWNS** must be **PUSHED (PPMBP)**.
- E4) The **EASIEST** endings to win are **PURE PAWN** endings.
- E5) If you are **ONLY ONE PAWN** ahead, **EXCHANGE PIECES**, not pawns.
- E6) **DON'T** place your **PAWNS** on the **SAME COLOR SQUARES** as your **BISHOP**.
- E7) **BISHOPS** are **BETTER** than **KNIGHTS** in all but **BLOCKED** pawn positions.
- E8) It is usually worth **GIVING UP A PAWN** to get a **ROOK ON THE SEVENTH RANK**.
- E9) **ROOKS** belong **BEHIND PASSED PAWNS (RBBPP)**.
- E10) **BLOCKADE PASSED PAWNS** with the **KING**.