

The Thirty Rules

TEN OPENING RULES

1. **OPEN** with a **CENTER PAWN**.
2. **DEVELOP** with **threats**.
3. **KNIGHTS** before **BISHOPS**.
4. **DON'T** move the same piece twice.
5. Make as **FEW PAWN MOVES** as possible in the opening.
6. **DON'T** bring out your **QUEEN** too early.
7. **CASTLE** as soon as possible, preferably on the **KING SIDE**.
8. **ALWAYS PLAY TO GAIN CONTROL OF THE CENTER**.
9. Try to maintain at least **ONE PAWN** in the center.
10. **DON'T SACRIFICE** without a clear and adequate reason.

For a sacrificed pawn you must:

- a) **GAIN THREE TEMPI**,
- b) **DEFLECT** the enemy **QUEEN**,
- c) **PREVENT CASTLING**,
- d) **BUILD UP** a strong attack.

TEN MIDDLEGAME RULES

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**
2. When you are material **AHEAD**, **EXCHANGE** as many pieces as possible, especially **QUEENS**.
 3. **AVOID** serious pawn **WEAKNESSES**.
 4. In **CRAMPED POSITIONS** free yourself by **EXCHANGING**.
 5. **DON'T** bring your **KING** out with your **OPPONENT'S QUEEN** on the board.
 6. All **COMBINATIONS** are based on **DOUBLE ATTACK**.
 7. If your opponent has **ONE** or **MORE** pieces **EXPOSED**, look for a **COMBINATION**.

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)**.
9. **IN EVEN POSITIONS**, **CENTRALIZE** the action of **ALL** your **PIECES**.
10. **IN INFERIOR POSITIONS**, the best **DEFENSE** is **COUNTER-ATTACK**, if possible.

TEN ENDGAMES RULES

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