

OPENINGS CHECKLIST

DEVELOPMENT

- DEVELOP KNIGHTS (TOWARDS THE CENTER) AND BISHOPS FIRST
- ONLY DEVELOP THE QUEEN IF IT CAN'T BE EASILY ATTACKED
- DON'T GRAB MATERIAL FOR LACK OF DEVELOPMENT
- MOVE A PIECE TWICE ONLY IF NECESSARY

CASTLING

- CASTLE TO BRING SAFETY TO THE KING
- IF CASTLING SHORT AND LONG IS POSSIBLE, PRIORITIZE KING SAFETY
- IF YOU CAN'T CASTLE AND STILL NEED SAFETY, CASTLE BY HAND
- AVOID CASTLING ONLY WHEN THIS MAKES THE KING LESS SAFE

CENTER

- TRY TO MOVE CENTRAL PAWNS FIRST AND TWO SQUARES FORWARD
- CENTRAL DOMINATION CAN BE WORTH MATERIAL
- ONLY GIVE AWAY THE CENTER FOR COUNTERPLAY OR DEVELOPMENT