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# Beginners/ Intermediate Players

## Newsletter

Series:

Development

Article:

## Where Does This Thing Go?

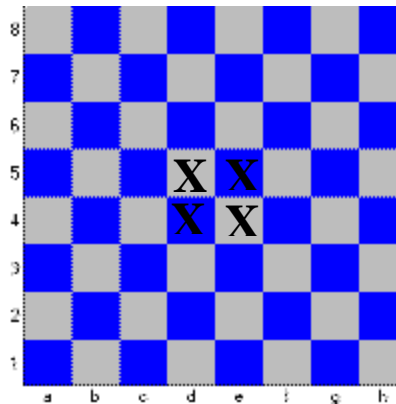
Understanding development in the opening stage is very important. And this understanding is one of the keys to establishing a strong game.





Development is the mobilization of one's pieces toward the center of the chessboard. The center is comprised of the four squares (e4, e5, d4, and d5) in the middle of the board.



The center is the crucial battleground for determining who will have better mobility and positional advantages based on the harmonious placement of the pieces.





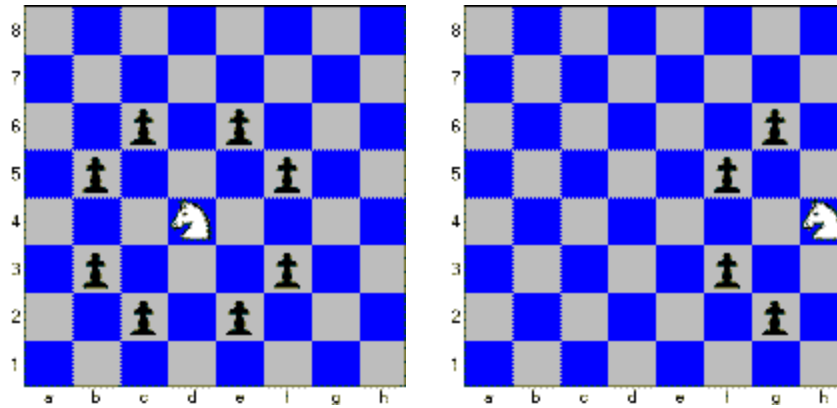
-  In development we move our pieces into position make ready for the coming battle. The player who has the better-developed army will almost always win fight.
  -  In planning a strategy for war it is necessary to station soldiers where their skill will be best utilized. The same goes for a chess game. The pieces all have different strengths and weaknesses.
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We will now examine the best placement of pieces under normal conditions

Let's examine each piece separately:

## Knights

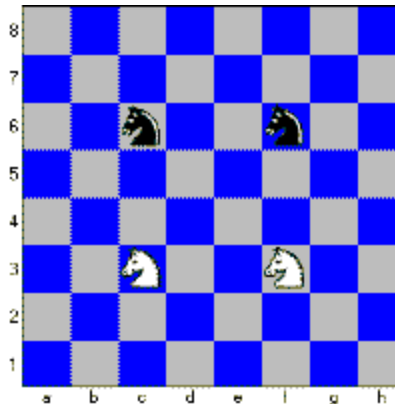
-  Knights are most powerful when they are placed in or near the center of the board.
-  They control far less squares when they are posted near the edge of the board.



Notice how much more influence it has when it can be posted in the center.

Therefore, the best squares for the knights in the opening tend to be f3 and c (for the white knights) and f6 and c6 (for the black knights) where they fight control key center squares.

Furthermore, they are ready to jump into the center and achieve maximum power.





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## Bishops


Bishops are often equally as effective from far away as they can be up close. There are

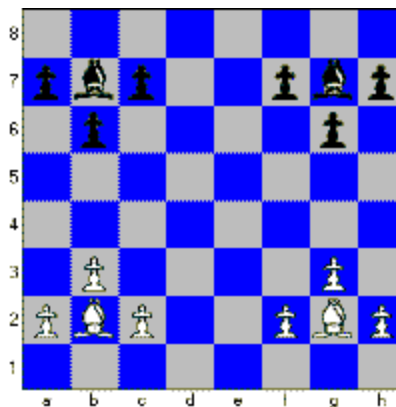
two main ways that the bishop can be deployed: classical and fianchetto.

 classical development would see white's dark-squared bishop (queen's bishop) placed at d2, e3, f4 or g5 while black's (king's bishop) would go to e7, d6, c5 b4. White's light-squared bishop (king's bishop) would normally go to e2, d3, or b5 while black's (queen's bishop) would go to d7, e6, f5 or g4.

 fianchetto development is an alternate and more sophisticated way of developing bishops.

 White places his light-squared bishop (king's bishop) on g2 after the advance of the g-pawn (usually by one square). The dark-squared bishop (queen's bishop) is placed on b2 after the advance of the b-pawn.

 Black places his dark-squared bishop (king's bishop) on g7 after the advance of the g-pawn. The light-squared bishop (queen's bishop) is placed on b7 after the advance of the b-pawn.



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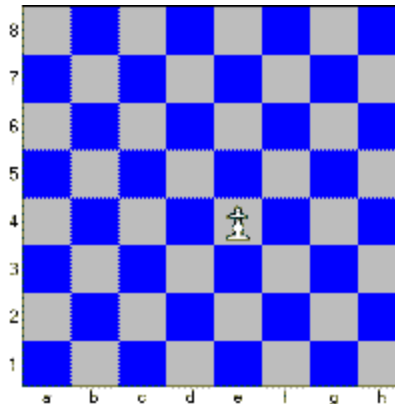
## Pawns

Even though pawns move slowly they are very important in establishing a foothold in

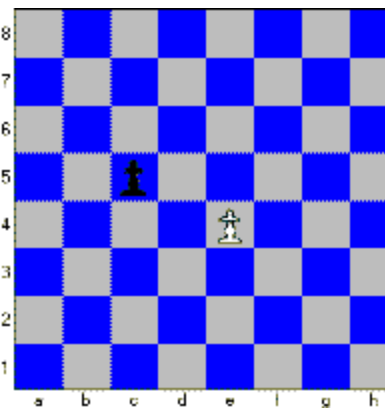
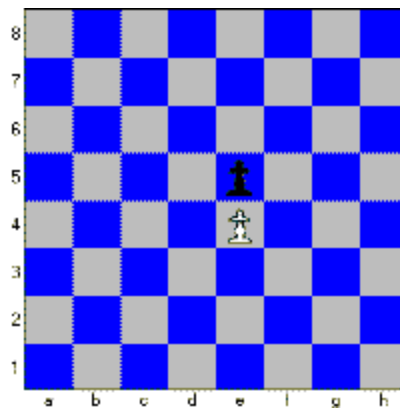
the center of the board. It is usually best to start a game with a move of a center pawn (e, d or c) two squares.



As white a move like 1.e4 would represent a good developing move as it develops a piece and establishes a foothold in the center.



As black a good answer to 1.e4 would be 1...e5 (or even 1...c5) as it equalizes the central formation.

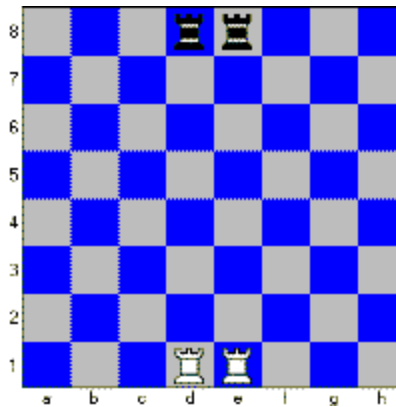


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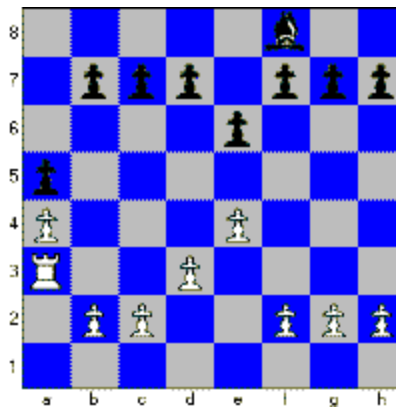
## Rooks

The rook is a smashing devastating piece which is most effective in open territory. Typically the rook is best used in the middle game and endgame.

- ❶ The rooks should be prepared for the coming middle game struggle by being positioned on the central files. From there (c, d, e and sometimes f -files) they will be well- posted and ready to take part in the battle.






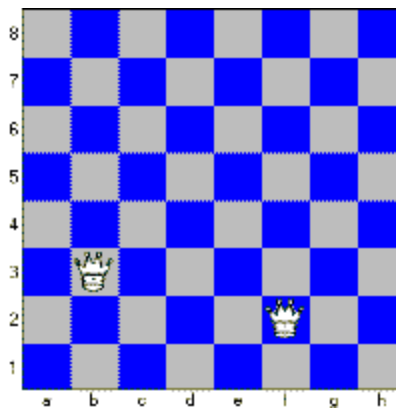
- ❷ Seldom should the rooks be moved before the smaller units have been deployed
- ❸ Avoid “beginner rook lifts” early in the game as they expose the rook to attack and are generally not associated with a sound strategic plan.



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## Queen

-  The queen is also not a piece that should be used much in the opening.
-  The queen should be developed only after the smaller pieces have been developed. Extremely care must be taken when developing the her.
-  It is advisable to move her only to the second or third rank at first until it is fi clear where she should attack.

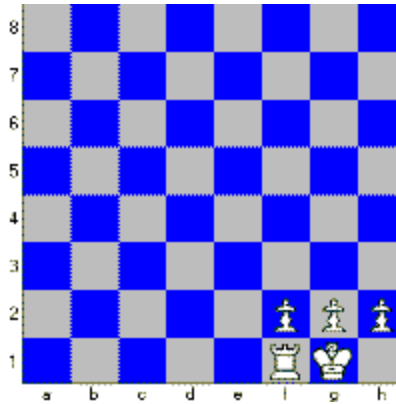



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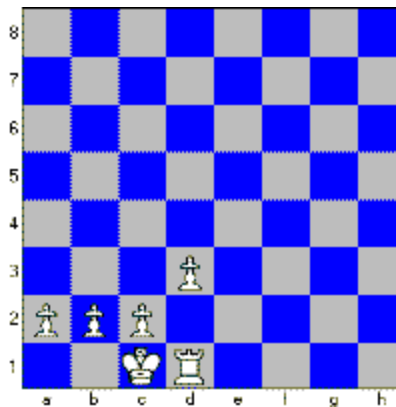
## King

-  The king should be castled early and brought to safety.
-  Castling on the short side (kingside) is usually preferred as it is typically the quickest route to safety.

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 Castling on the long side (queenside) is better than leaving the king in the center where he will find himself immersed in the tense struggle of the chess game far too soon.




## Illustrative Game

Fischer, Bobby - Casado, J


1.e4 c5 2.f3 c6 3.d4 cd 4.f4 d4 5.f4 d6 6.c4 e5 7.f4 d3 f6  
8.f3 e6 9.g5 e7 10.e2 a6 11.b3 O-O 12.O-O | e8 13.f1 ad1 f6 a5  
14.f1 d2 | ac8 15.f6 f6 16.f1 fd1 | ed8






 Note how each player has developed his pieces toward the center of the board

 Both sides have castled and brought their king to safety.

 Each side has used their pawns to establish a foothold in the center and centralized their rooks after the mobilization of the minor pieces.

17. ♖d5 ♜d5 18. ♞d5 ♞d5 19. ♚d5 ♝e7 20. f3 g6 21. c5 ♜g7 22. ♜f2 ♚c6  
23. g3 f6 24. f4 ♜f7 25. ♜e1 b5 26. b4 ♜e8 27. fe dc 28. ef ♝f6 29. bc ♝e7  
30. ♚d8 ♝d8 31. ♚d6 ♚d6 32. cd ♝a5 33. ♜d1 ♝b4 34. e5 ♝c3 35. e6  
♝e5 36. d7 ♜e7 37. ♝g4 ♝c7 38. ♜c2 b4 39. ♜d3 ♜f6 40. ♜c4 a5 41. ♜c5  
h5 42. ♝h3 g5 43. ♜c6 ♝d8 44. ♝g2 a4 45. ♝d5 ♝a5 46. ♜b7 a3 47. ♜c8  
♜e7 48. ♝c4 ♝d8 [½:½]

 Pay close attention to where you place your pieces in the opening. The positioning of your soldiers lays the foundation for your strategy throughout the rest of the game.

Next Week:

**The Dynamic Duo!**

## Learn to use the center pawns to launch a decisive attack

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