c. I don't know what to do next

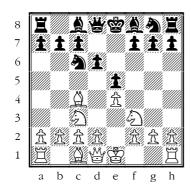


Play with a plan!



Tartakower once said something like, "Tactics is where there is something to do, strategy is where there is nothing to do". I think that's neat, but you will almost never ever have a position where there is absolutely nothing to do.

• Moving the Rook's Pawns one square usually says "I don't know what I'm doing" (IDKWID)



Sometimes I see someone nudge a Rook's pawn and then I see their opponent do the same. I think this is a little conversation:

Black **4...h6** = "I don't know what I'm doing"
White **5.h3** = "I don't know what I'm doing either!"
(IDKWIDE)

• Don't push your Rook's pawns one square, there's usually something better to do, so find it and do that instead.

For example, you often have to open up a file for your Rooks. Do that instead of doodling with your pawns. Sometimes you can win a game by opening up a file against the uncastled King.

- If you can't think of anything special to do, improve the position of your laziest piece. (That's Anderssen's Law.)
- Always have an answer to the question: "what are you trying to do here?"

Listen to your pieces, find out what to do for them.

Here are some things your pieces might say to you if you could hear them:





King: I want to go in one of my castles where it's safe. But I must come out to help at the end when the Queens have gone."

Queen: "I hate being bugged by other pieces. I'll wait until we've had a few swaps then attack with my gang."





Rook: "I want to be on an open file with my friend, the other Rook."

Bishop: "I want a nice clear view, not blocked by Pawns."





Knight: "Put me on a central square in the middle where I can't be attacked by Pawns."

Pawns: "Get out of my way! I want to be a Queen."



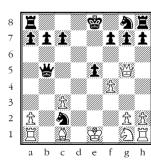
• Knights



like outposts



hate edges/corners



do forks (so do 營 允 遵 貫 đ 魯)

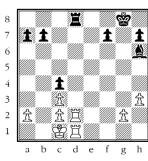
Bishops



like open diagonals

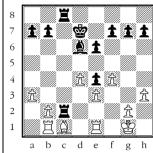


hate being blocked in

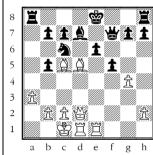


do pins (so do 買 & 營)

Rooks



like open files



hate corners



do discoveries (so do △at

Queens



like the centre



hate being bugged



get netted

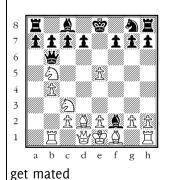
Kings



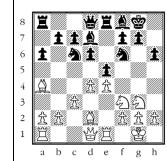
like a safe home



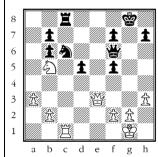
hate being uncastled



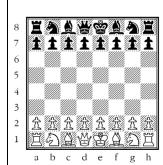
Pawns



like to be neat



hate being messy



get overloaded

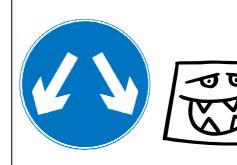


How to choose your move



Threat

You MUST look to see if your opponent has a **threat**, and if so, find a move using the **ABCD** system



Hope

You might have a chance to do something to your opponent: perhaps to take a piece for nothing, or make a threat that can't be stopped (like a fork or other double attack).

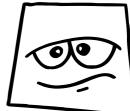




Improve

■ Nothing you have to do right now? Then *improve* the position of your worst-placed piece – the piece that is doing nothing, sleeping or still parked on its starting square.





Next

As you get better at chess, you will start to form **plans**. Try and have some sort of idea about what you are trying to do at this point in the game.



stands for **Check** - you must check your chosen move before playing

it. You do that by looking at the board, not by picking up your piece and waving it around – you won't be able to see anything then and neither will your opponent – so it's both useless and unfair!