

Opening rules

Good enough for U9/U11

Develop

Send out your pieces

Don't waste time (2-3 pawn moves, Q safe)

King Safety

Castle as soon as you can

Leave the wall of pawns alone

Centre

Get a pawn in the centre, two if you can

Move pieces towards the centre

Rooks

Connect your Rooks

If you haven't connected your Rooks, you haven't done all your opening jobs

Good enough for U14?

You have to be more accurate and pushier

Develop

Send out your pieces

Develop with threats if you can

Avoid Old Stodge positions

King

Castle as soon as you can

But not into an attack

Centre

Get a pawn in the centre, two if you can

As White: put pressure on your opponent's pawn

As Black, hit back with ...d5 or ...c5

Rooks

Connect your Rooks

Open a file for your Rooks

You have to play proper openings with a name

You have to know at least 4 systems: two for White and two for Black e.g.

Scotch Game IQP systems

French Defence Swiss Defence