

LESSONS

FOR

BEGINNERS

John Walker

John Walker lays down the rules of opening play in vivid and punchy fashion.

He shows that the chief reasons for playing a move are not because it has been written down in a book, but according to how close it agrees with his basic laws.

Now hear on...

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How to play the opening:Development

RULES

- 1 Do not begin an attack until all your pieces are properly developed. Remember development comes first, attack second.
- 2 Pawn moves are not developing moves. Pawn moves are useful in the opening only when they help develop the pieces.
- 3 Do not go out of your way to win material in the opening. Time spent in winning material cannot also be spent developing pieces.
- 4 Try to gain time by developing aggressively
- 5 Find the best square for each of your pieces, place it there and do not move it again unless it is absolutely necessary, or until you have developed all your remaining pieces.

TEST 2 Wandering queen.

- | | |
|----------------|----------------|
| 1 P-K4 P-Q4 | 14 BxQ BxB |
| 2 PxP QxP | 15 Q-N4 BxR |
| 3 N-QB3 Q-K4ch | 16 QxQNP N-QR3 |
| 4 B-K2 P-KN3 | 17 QxRch K-Q2 |
| 5 N-KB3 Q-QB4 | 18 Q-N7ch K-K3 |
| 6 P-Q4 Q-N3 | 19 N-N5ch K-B4 |
| 7 O-O B-KN2 | 20 Q-K4ch K-N5 |
| 8 B-KB4 P-QB3 | 21 B-N3ch KxN |
| 9 Q-Q2 QxNP | 22 Q-B4ch K-R4 |
| 10 KR-QN1 Q-R6 | 23 Q-R4 mate |
| 11 N-QN5 PxN | |
| 12 R-QN3 Q-R5 | |
| 13 BxPch B-Q2 | |

TEST 4

Premature attack

- | | |
|---------------|-------------------|
| 1 P-Q4 N-KB3 | 13 R-N1 B-KB4 |
| 2 P-QB4 P-K3 | 14 QxKBP BxR |
| 3 N-QB3 B-QN5 | 15 QxRch K-K2 |
| 4 Q-B2 P-B4 | 16 QxR N-K5 |
| 5 PxP N-QR3 | 17 P-K3 QxNP |
| 6 P-QR3 BxNch | 18 N-KB3 Q-B8ch |
| 7 QxB NxP | 19 K-K2 N-QB6mate |
| 8 B-KN5 P-QR4 | |
| 9 Q-K5 P-Q3 | |
| 10 BxN PxB | |
| 11 Q-KB4 P-K4 | |
| 12 Q-R6 Q-N3 | |

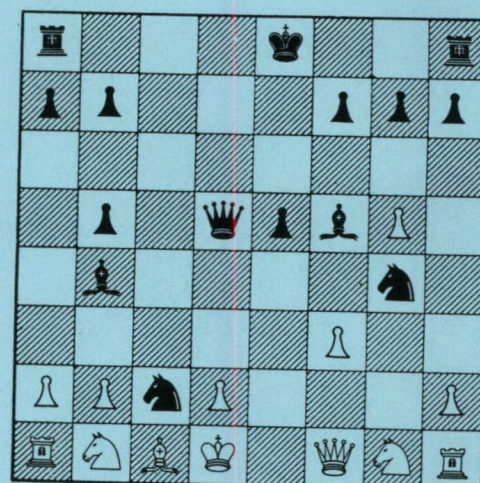
TEST 1 Moving the same piece twice.

- 1 P-K4 P-K4
- 2 N-KB3 N-QB3
- 3 B-QN5 KN-K2
- 4 N-QB3 P-KN3
- 5 P-Q4 PxP
- 6 N-Q5 N-KN1
- 7 O-O B-KN2
- 8 R-K1 QN-K2
- 9 B-KB4 NxN
- 10 PxNch K-B1
- 11 Q-K2 P-QR3
- 12 BxQBP Q-K2
- 13 B-Q6 Resigns

ILLUSTRATIVE GAME

- 1 P-K4 P-K4 2 B-QB4 N-QB3 3 Q-KB3 N-KB3
- 4 P-KN4 B-QB4 5 P-KN5 N-Q5 6 Q-Q3 N-KN5
- 7 P-KB3 P-Q4 8 PxP B-KB4 9 Q-QB3 B-QN5
- 10 B-QN5ch P-QB3 11 Q-B4 PxP 12 Q-KB1
- NxQBPch 13 K-Q1 QxRP White Resigns

Diagram 1



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90 mins

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TEST 3 Too many pawn moves.

- 1 P-Q4 P-Q4 14 Q-B1 N-KB3
- 2 P-QB4 P-K4 15 N-QB3 R-Q6
- 3 QPxP P-Q5 16 N-Q1 R-K1
- 4 N-KB3 N-QB3 17 N-K3 RxN
- 5 P-KR3 B-QB4 18 PxR Q-N6ch
- 6 P-QR3 P-QR4 19 K-B1 N-K5
- 7 P-QN3 B-KB4 20 Q-K1 QxKP
- 8 B-N2 Q-K2 21 P-KN4 N-Q7ch
- 9 NxP QxP 22 K-N2 B-K5ch
- 10 P-K3 O-O-O 23 K-R2 BxR
- 11 B-K2 NxN 24 KxB QxRPch
- 12 BxN BxB 25 K-N1 N-B6ch
- 13 PxB RxP White resigns