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Lesson 13

Another Anastasia

A picture containing checker, chessman, tiled

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White to Move

For the 1st 2 positions remember from the week 12 lesson. NM Dan Heisman’s guideline to look for checks, captures, and threats.

Another Fork

A picture containing application

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Black to Move

Rule of the Square

A picture containing checker, tiled, chessman

Description automatically generated

White/Black to Move

Knowing the “Rule of the Square” means it’s easier to answer the question – Can the pawn promote on its own?

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Lesson 13 – Openings: Giuoco Piano

Graphical user interface, text, application, email

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Lesson 13 Ideas from Reuben Fine

1. Open with either the e-pawn or d-pawn
2. Whenever possible, make a good developing move that threatens something.
3. Develop Knights before Bishops.
4. Pick the most suitable square for a piece and develop there once and for all.
5. Make one or two moves in the opening, not more.
6. Do not bring the queen out early.
7. Castle as soon as possible preferably on the King’s side.
8. Play to get control of the center.
9. Always try to maintain at least one pawn in the center.
10. Do not sacrifice without a clear and adequate reason.