

This week, we will concentrate on opening principles



1. CONTROL THE CENTER – ACCOMPLISH THIS BY MOVING A PAWN 2 SQUARES IN FRONT OF THE KING OR 2 SQUARES IN FRONT OF THE QUEEN.
2. DEVELOP YOUR MINOR PIECES – GET THE KNIGHTS AND BISHOPS OFF THE BACK RANK AND INTO THE CENTER.
3. CASTLE – KING SAFETY IS PARAMOUNT
4. UNLESS THERE IS A GOOD REASON, TRY NOT TO MOVE THE SAME PIECE TWICE
5. MAKE MOVES THAT ACCOMPLISH 2 GOALS – ATTACK AND DEFEND; DEVELOP AND CONTROL THE CENTER
6. CONNECT YOUR ROOKS ON THE BACK RANK

The puzzles to.day might be a little bit more difficult – but they are all classic opening traps

White to move:

Rubenstein’s trap

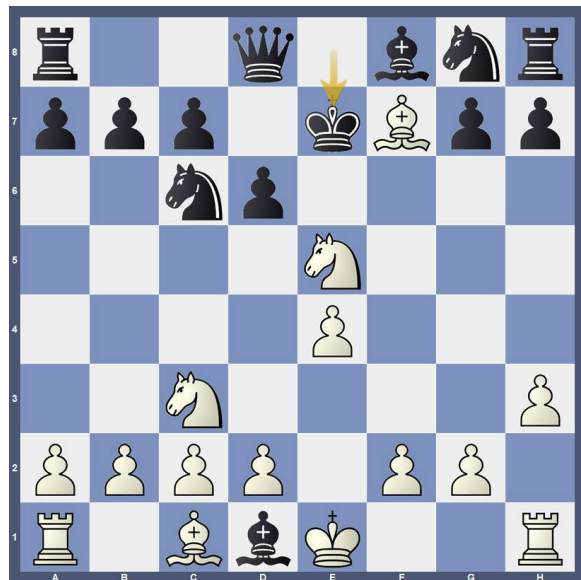
Win the Queen in 2 moves



White to move:

Legal’s checkmate

Checkmate the black K in 1 move



Black to move:

Lasker Trap

Find a fork to win the Rook in 2 moves



Black to move:

Cambridge Springs Trap

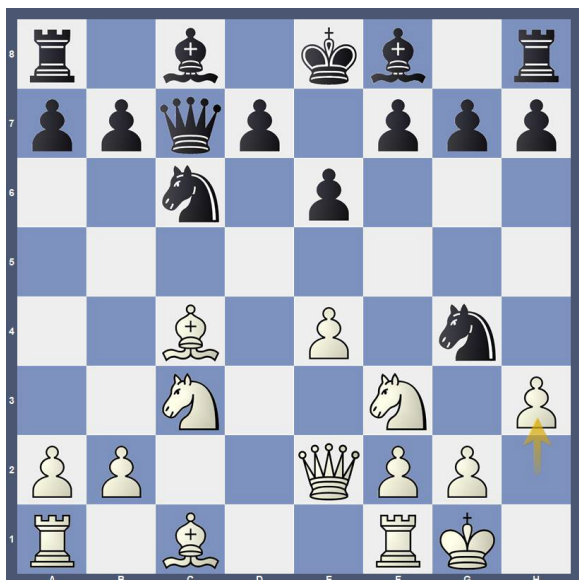
Win the Queen in 2 moves



Black to move:

Siberian Trap

Win the Q or deliver checkmate in 2 moves



Black to move:

Noah's Ark

Win a Bishop in 2 moves and save the B king

