

Move Mental Checklist

Do I have any checking moves?

If Yes, do they accomplish anything?

Can I be checked?

Are any of my pieces hanging or underdefended?

Does my opponent have any weaknesses I can exploit?

Are there any tactics open to me?

e.g., Discovered attacks, Forks, Pins, Skewers

Can I move any pieces to a more active position?

Can I occupy or control any outpost¹ squares or open files?

Can I blockade an enemy's knight or bishop with a pawn push?

¹ An outpost is a square on the fourth, fifth, sixth, or seventh rank which is protected by a pawn and which cannot be attacked by an opponent's pawn.

Ruy Lopez

1. e4 e5

2. Nf3 Nc6

3. Bb5

Morphy Defence

3. ... a6

(Exchange Variation) No material advantage:

4. Bxc6 dxc6

5. Nxe5 Qd4 Qd4 forks the knight and pawn.

(Open Defence)

4. Ba4 Nf6

5. 0-0 Nxe4

Italian Game

1. e4 e5

2. Nf3 Nc6

3. Bc4

(Giuoco Piano)

3. ... Bc5

::: (Main Line)

4. c3

::: (Evans Gambit)

4. b4 If ... Bxb4, 5.c3. If ... Bb6, 5.a4 a6.

::: (Giuoco Pianissimo)

4. d3

::: (Four Knights Variation)

4. Nc3 Nf6

(Two Knights Defense)

3. ... Nf6



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