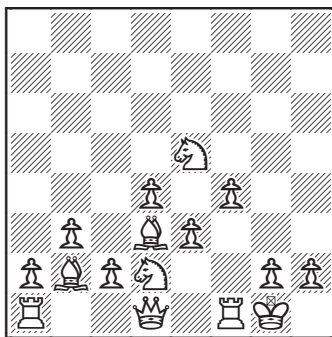


## Zukertort Principles, Wisdom, and Guidelines

Your introduction to the Zukertort is complete. If you are new to the C-Z, stop reading and go play some games with the basic philosophy of the first three chapters using the setup shown to the right. Black will probably take on d4 at some point, in which case you should recapture with the pawn shown on e3. (if Black plays ...Nc6, you should play a3 as well.):



The rest of this book will make more sense *after* you have done coursework in the “school of hard knocks.” For now, I leave you with the following general principles:

1. Never allow Black place *anything* on a3, f4 or e5.
2. Don't let Black place anything but a pawn on d5 or c5.
3. Always consider attacking when Black retreats his Knight from f6.
4. Keep a pawn on d4 unless you are beginning, or have already begun, your attack on the King.
5. If your opponent dilly-dallies, just continue to train more men on his King. Do not attack too early.
6. If Black moves his K-side pawns or transfers a Knight to g6, use a pawn or two to help your pieces attack him. Otherwise, you can probably attack with just your pieces.