

Three Rules of Bishops Help Guide

There are a few ways to fix a Bad Bishop:

Rule 1

In Chess, you never want to sacrifice one of your pieces when you have the option of trading pieces for equal or greater value.

You want to let your Bishop roam free to move to whatever squares you want it to. So you need to make sure that your center Pawns don't block the diagonal lines your Bishop can use.

You can make your Bishop active by getting it to a point on the board that will allow it to move freely. You don't want your Pawn chain to block the movement of your Bishop.

Rule 2

Bishops are usually strongest when they are in a position that will allow them to move freely around the board. You don't want to block your Bishop from moving to squares that can attack your enemy.

Rule 3

Bishops are better in endgame situations when you have Pawns on either side of the board. If you can get your opponents Pawns on the same diagonal path your Bishop is on, he will be able to capture all of them with no problems.

If you have a **“Bad Bishop”** on the board that means that he is being blocked from moving around the board. This often happens in the beginning of the game if you move your King or Queen Pawn up just one square. The thing to keep in mind is that you want your center Pawns to be on the opposite color of your Bishop.