

Tempo & Development

Chess

What a tempo is worth, and how it is gained and lost.

How tempi are gained and given away.

Action	Effect
Developing with a threat	Gains a tempo
Moving the same piece twice	Loses one
Being forced to retreat	Loses one
A pawn move that develops nothing	Loses one
Castling	Develops rook and king together
Chasing an enemy piece to a better square	Gives one away

Attacking a piece that wanted to move anyway does not gain a tempo. Check first whether the square is worse for them.