

Common Opening Mistakes

Chess

The errors that decide most club games in the first fifteen moves.

Ordered by how often each occurs.

The frequent ones

Moving the same piece twice with no reason

Bringing the queen out early

Delaying castling past move ten

Grabbing a pawn while undeveloped

Making pawn moves instead of developing

Also common

Knights on the rim

Blocking your own bishop with a pawn

Automatic pins with ...Bg4 or Bg5

Copying the opponent's moves

Attacking before development is finished

Every one of these is a principle from the opening-principles poster, ignored. The principles exist because of these games.