

# Imbalances - Part 1

There are 8 Imbalances in chess. Imbalances are important because they help determine strengths and weaknesses. Here are the four Imbalances and a brief explanation of them:

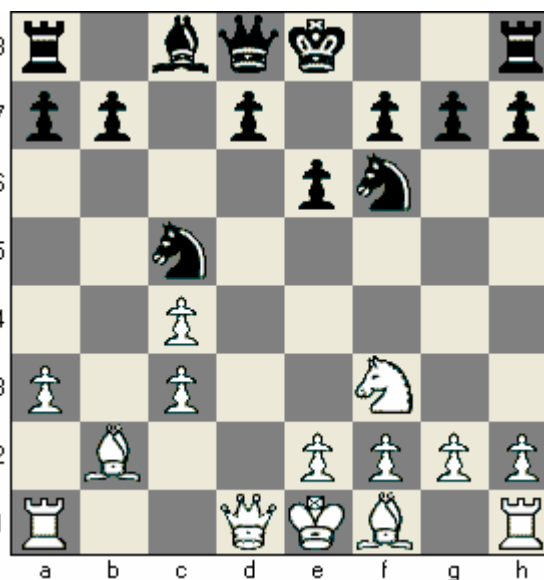
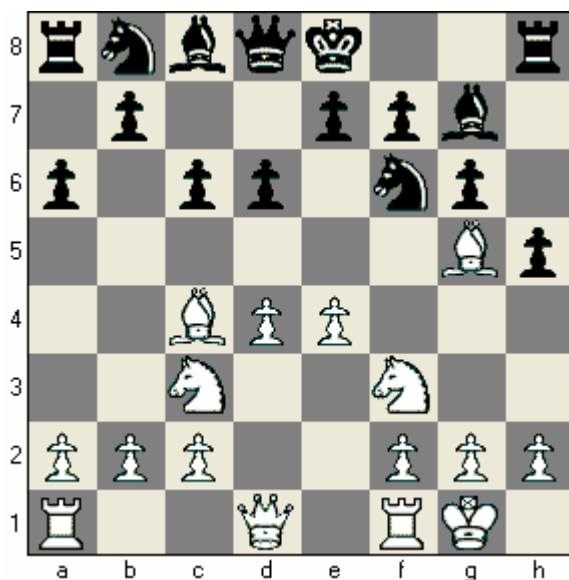
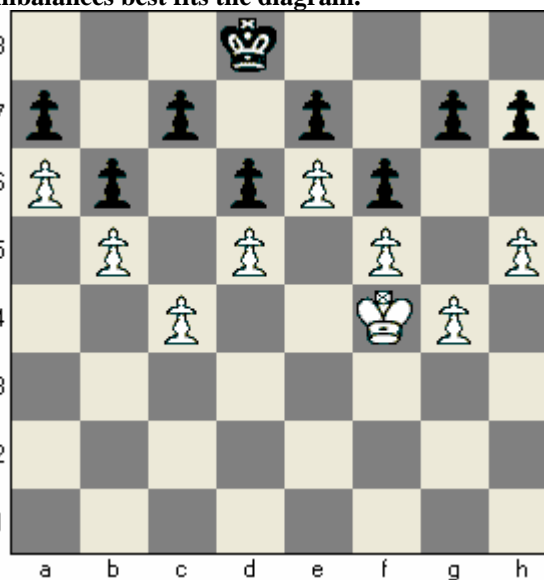
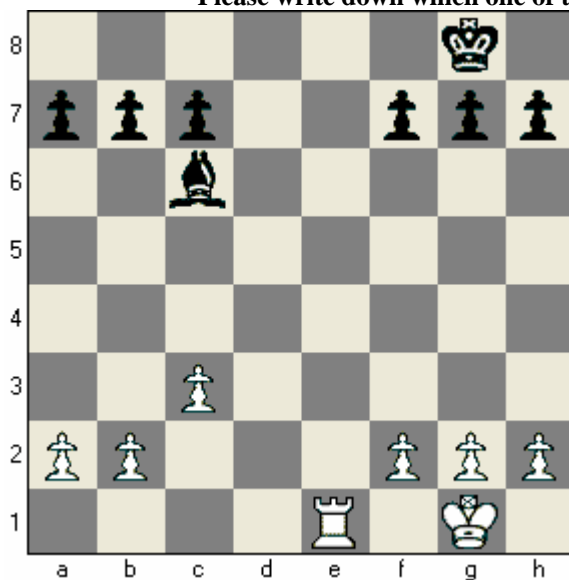
**Material:** The player with stronger pieces on the board, has more material.

**Development:** The player who has moved more pieces of their original square. Remember in chess when a Pawn is moved it is not Developed. Only Bishops, Knights, Rooks, Queens, and Kings may be Developed.

**Pawn Structure:** You need Pawns to help make a wall for safety and space. A strong Pawn chain will protect your King, and allow you to mount great attacks. There are three kinds of weak Pawns. Examples of these are: Isolated Pawns, Double Pawns, and Backwards Pawns. If any of these apply you may have a weak Pawn chain.

**Space:** If your pieces are not being blocked by Pawns and you may easily move, you have good space.

Please write down which one of these four Imbalances best fits the diagram.



For more information on these Imbalances and much more chess information please visit [www.Knowchess.com](http://www.Knowchess.com)