

Imbalances in the Opening (2): Pawn Structure Disaster “Intermediate-Advanced” Help Guide

Pawn Structure: All aspects of the Pawn setup, including Pawn chains, Double Pawns, Isolated Pawns, Backwards Pawns, and so on.

Diagram 1: The first problem asks you what move should White play now to take advantage of Black’s last move which was Be6. Black made a bad mistake by moving his Bishop there because you can now capitalize on this mistake by capturing it with your Bishop on c4. This gives Black Double Pawns on the e-file and that is never good.

Diagram 2: The second diagram asks you what should White play in this position. Well if you look at the board you will notice that Black has just played Nh6. You can capitalize on his mistake by capturing it with one of your pieces. But be careful because Black will respond to your move by moving his Queen to f6, which threatens your piece on h6 and also could lead to Checkmate if he moves down to f2 on his next move. You can defend against this move by simply bringing your piece down from h6 to e3 to attack the f2 square.

Diagram 3: This problem comes from the opening of the Scotch Game and is a bit tricky so you are going to have to really pay attention. Notice that Black has just pushed his Pawn to d6. By doing that you can trade a few pieces with him and create Triple Isolated Pawns. You can create this horrible position for Black by trading your Knight for his Knight first creating a Double Pawn. Now you can trade Bishops with your opponent and this will create the Triple Isolated Pawns. Your third move can be capturing your opponents Queen. You wont win any material by this trade off but you will have created a horrible position for Black with his Triple Isolated Pawns.

Bonus Question: The bonus question asks you what the common element of each of your first moves was. You had to do something in all three diagrams that lead to the Pawn Structure Disasters.