

Name _____

Imbalances in the Opening (2): Pawn Structure Disasters

Believe it or not, you can establish a long-term advantage right out of the opening if you keep your eyes open for the chance to wreck your opponent's **Pawn Structure**. Usually this will mean doubling your opponent's Pawns in a way that isn't helpful for him or her (remember, Double Pawns can sometimes be beneficial). If you can ruin your opponent's Pawn Structure and trade pieces all the way down to an endgame, you may have enough of an advantage to win!

In each of the diagrams below, show how White can establish a favorable Pawn Structure Imbalance.

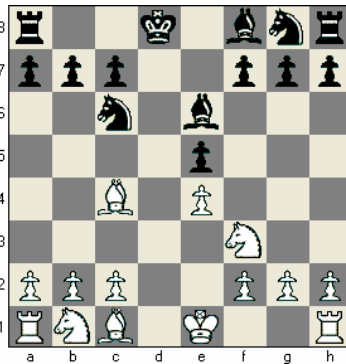
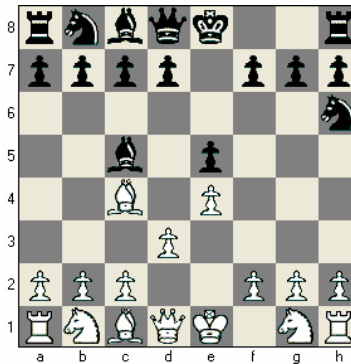


Diagram 1 is already getting close to an endgame! The game began **1. e4 e5 2. Nf3 Nc6 3. d4 d6** (Black's third move isn't the best) **4. dxe5 dxe5 5. Qxd8+ Kxd8** (Black would have preferred to play **5. ...Nxd8**, but then the e5-Pawn would be hanging) **6. ...Bc4**.

Now Black has to worry about the no f7-Pawn. He chooses to defend it with the weak **6. ...Be6?**

What move should White play now to take advantage of Black's last move? _____



In Diagram 2, both sides open the game reasonably: **1. e4 e5 2. Bc4 Bc5 3. d3**. Black, however, plays the poor **3. ...Nh6?**

What should White play in the position above? _____

Here is a tough question: if Black responds to your move above with **4. ...Qf6** (threatening mate on f2), what should you then play?

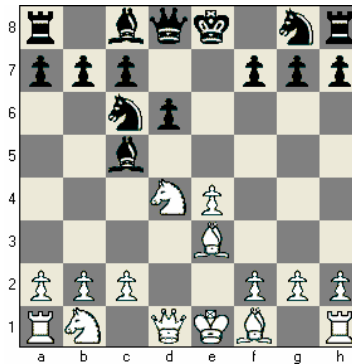


Diagram 3 is one of the most famous opening traps of all time. It comes from the Scotch Game: **1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Bc5 5. Be3**. Black has played very well, but now makes a perfectly natural move – that falls right into a trap!

Black plays **5. ...d6??** And has idea what White is going to do to him next. What should White's next three moves be?

- 6. _____
- 7. _____
- 8. _____

White hasn't won any material, but what has White created in Black's position?

Bonus: In each position, your first moves had a common element. What was common for each first move? (Hint: this is the only way to create the kind of Pawn weakness we've been discussing.)
