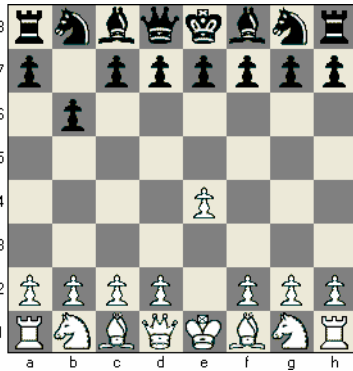


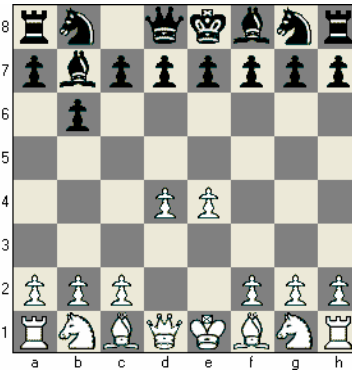
Name \_\_\_\_\_

## Opening Traps: Owen's Defense

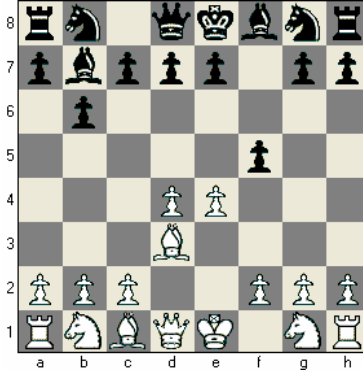
One of the most spectacular opening traps in all of chess occurs in a variation of Owen's Defense. Black's first two moves are playable, but with his third move, he sets a trap that ends up backfiring when White discovers the weakness in his opponent's plan.



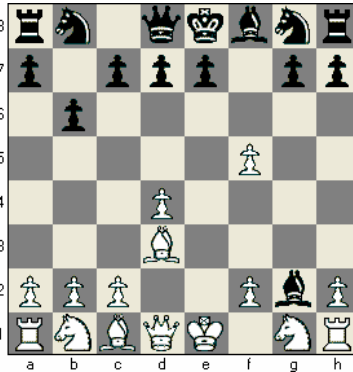
Play opens with **1. e4 d6**. Black will develop his Bishop along the h1-a8 \_\_\_\_\_ (**long** or **short**) *diagonal* so that he can control the center from the side (or flank).



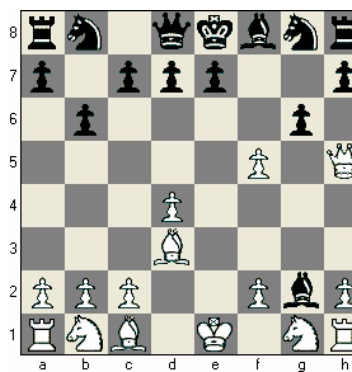
White wastes no time gaining total control of the center. She plays **2. d4**. Black continues as planned with **2. ...Bd7**, attacking White's undefended Pawn on e4.



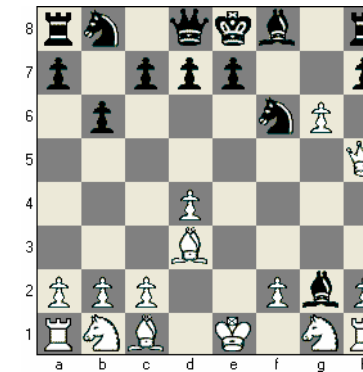
White plays **3. Bd3** in order to defend her Pawn with a \_\_\_\_\_ (**developing** or **slow**) move. Now Black plays **3. ...f5?**, setting what he thinks is a clever trap.



White "falls" for Black's trap and plays **4. exf5!** Black is thrilled because White seems to have overlooked the fact that **4. ...Bxg2** wins the Rook on h1, which can't escape. White, however, has seen further ahead and will punish Black for his failure to keep his King safe.



White plays the ominous **5. Qh5+**. Black plays **5. ...g6** to block the check – a \_\_\_\_\_ (**forced** or **developing**) move (Black has no other legal moves!). White's Queen is attacked, and there is no way to protect the Rook on h1. What is White to do?



White continues her attack with **6. fxg6**, threatening a \_\_\_\_\_ (**discovered** or **double**) check. Black finally puts some protection around his King with **6. ...Nf6**, but it is too late! In the position above, **how does White force checkmate in two moves??**  
**7. \_\_\_\_\_ 7...Nxh5**  
**8. \_\_\_\_\_ checkmate!**