

10. Imbalance concepts

An imbalance is any significant difference in the two respective positions.

1. Superior minor piece
2. Pawn structure
3. Space advantage
4. Material advantage
5. Control of over a key file
6. Control of a weak square
7. Rapid development
8. King safety

1. Superior minor piece

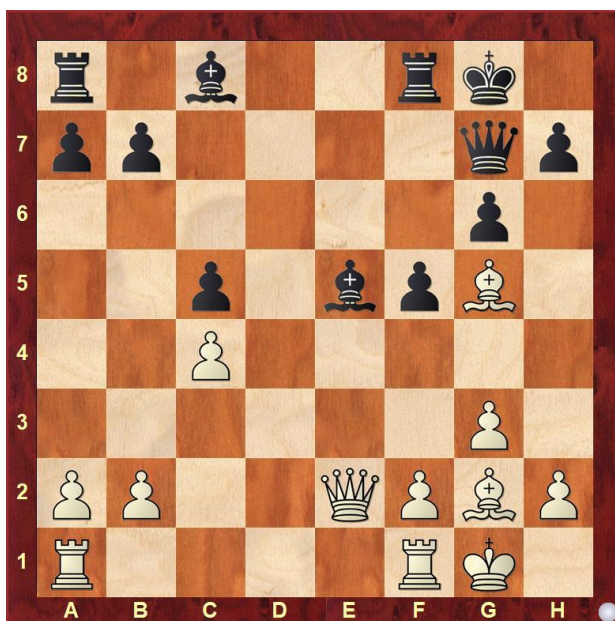


Diagram 10.1

10. Imbalance concepts

1. Bh6 Qxh6 2. Qxe5 +- White's Bishop on g2 outweighs Black's bishop on c8. Black's bishop is paralyzed and it cannot move even a single square. As moving the bishop will lead to material loss for Black. Great example of Good Bishop vs Bad Bishop.

2. Pawn structure

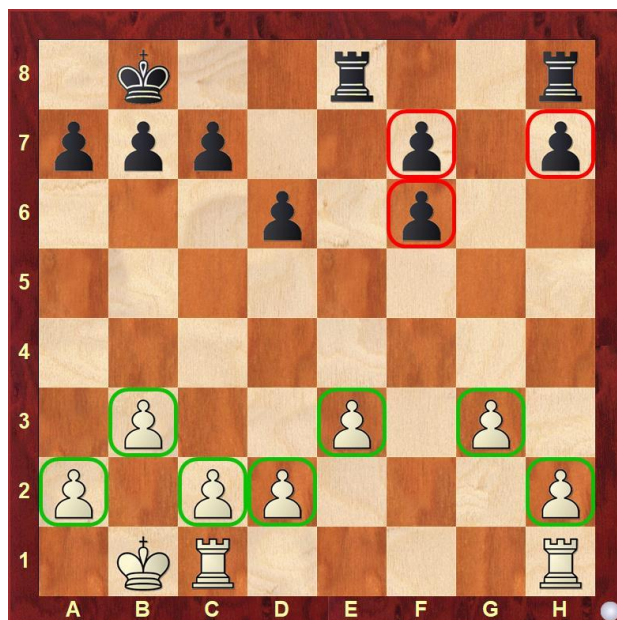


Diagram 10.2

Pawn Structure - Weak Pawns, Passed Pawns, isolated pawns, doubled pawns, etc "Pawns are soul of chess" - Philidor One who has better structure always get Positional edge. Here, if you compare White's pawns with Black's pawn then,

1. White's pawns are intact while Black's pawn are scattered.
2. Black has double and isolated pawns while White's pawn structure is connected. Thus, white clearly stands better due to his better PAWN STRUCTURE.

10. Imbalance concepts

3. Space advantage



Diagram 10.3

The advantage of space in chess enlarges your influence over the board and provides options that can be exploited tactically and strategically. It increases the flexibility of your pieces and compresses your opponent into accessing a limited number of squares only. 1. Qg2 Space advantage gives mobility to pieces and pieces can move easily behind advanced pawns. Nc6 2.Qh3 h6 (2... g6 3. f5 exf5 4. gxf5 +-) 3. g5 Nb4 4. gxh6 +-

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4. Material advantage

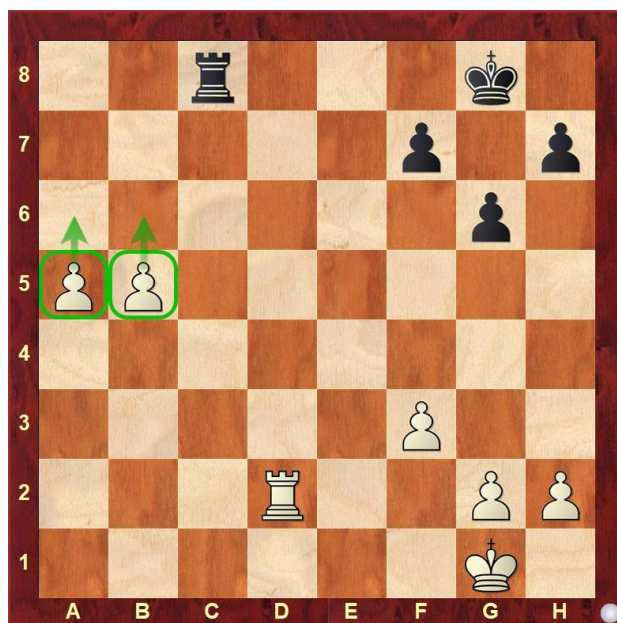


Diagram 10.4

Material Advantage is the direct way to win the game if converted properly. The one who has material Advantage is advised to exchange material on the board and to enter in to material up endgame so that can convert the material advantage easily. In this position, white enjoys material advantage in form of Two connected pawns on a and b file.

10. Imbalance concepts

5. Control over a key file

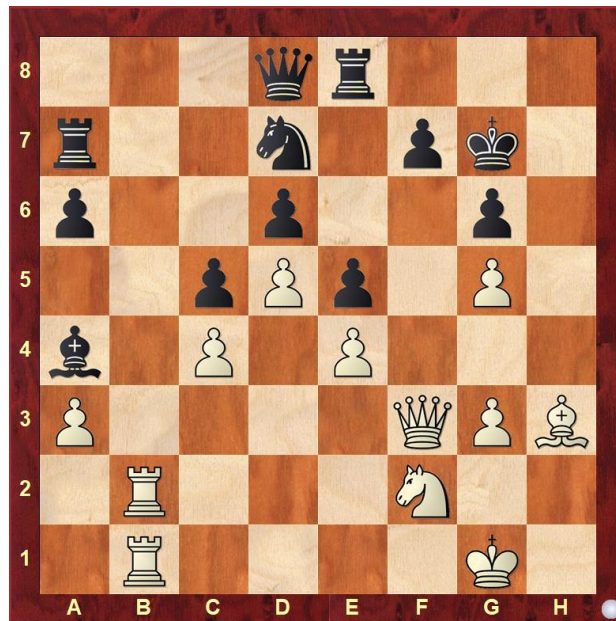


Diagram 10.5

White's 2 rooks have a solid control of b-file. The continuation would be - 1. Rb7 Rxb7 2. Rxb7 Kg8 3. Bxd7 Bxd7 4. Ng4 +- Taking advantage of the fact that Bishop cannot take the knight as Black will face mate in 2. Also, Ng4 threatens to jump on f6 or h6 with a check.

10. Imbalance concepts

6. Control of a weak square

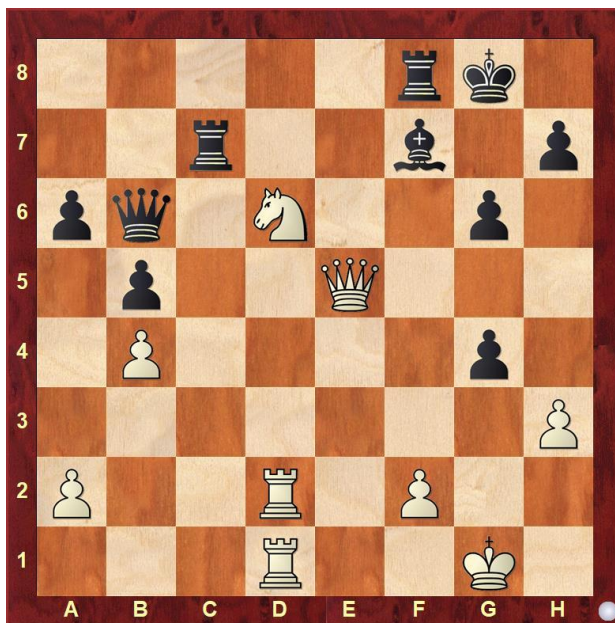


Diagram 10.6

Black last move was fxg4, White immediately takes advantage to weak f6 square by Knight manoeuvre. 1. Ne4 Rc6 (1... Be8 2. Rd6 2. Rd6 Rxd6 3. Rxd6 +- Total domination on dark squares.

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7. Rapid development

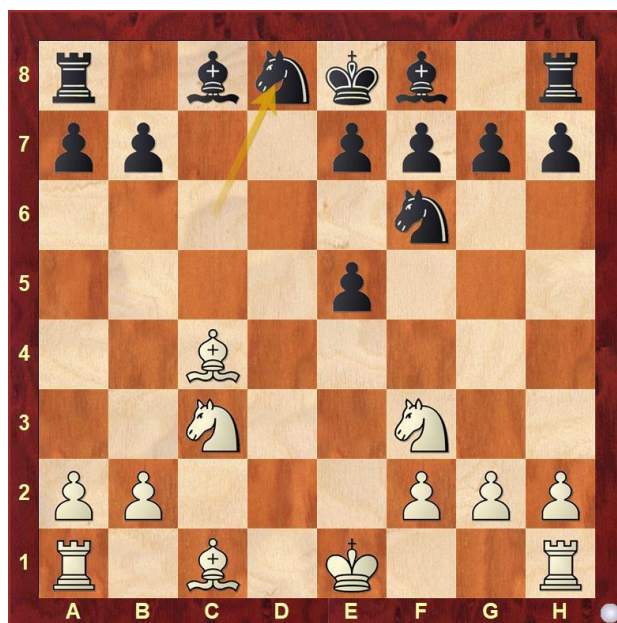


Diagram 10.7

A lead in development is a very dangerous thing, side whose pieces are well developed should open the game and start attacking and other side have to try to keep the game closed. 1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 d6 6. Bc4 Nf6 7. e5 dxe5 8. Qxd8+ Nxd8

9. Nb5 White 3 minor pieces are active vs black 1 piece so white should go for attack. Rb8 (9... Kd7 10. Nxe5+ Ke8 11. Nc7#) 10. Nxe5 e6 (10... Ne6 11. Bxe6 fxe6 12. Nc7+ Kd8 13. Nf7+ Kxc7 14. Bf4+) 11. Nc7+ Ke7 12. Be3 (12. b3) 12... Nc6 13. O-O-O Nd7 14. Nxf7 Kxf7 15. Bxe6+ Kg6 16. Bxd7 This proves power of activity over material.

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8. King safety



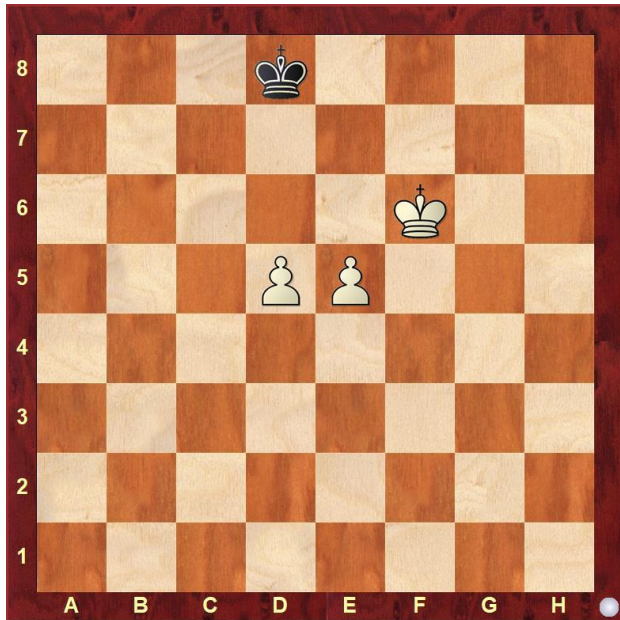
Diagram 10.8

The position of the King is the most important part of imbalances and can outweigh other other factors. 1. Qxh7+ Kxh7 2. Nxf6+ Kh6 (2... Kh8 3. Ng6#) 3. Neg4+ Kg5 4. h4+ Kf4 5. g3+ Kf3 6. Be2+ Kg2 7. Rh2+ Kg1 8. O-O-O#

ADVANCED PART 1 LEVEL

10. Imbalance concepts (Homework)

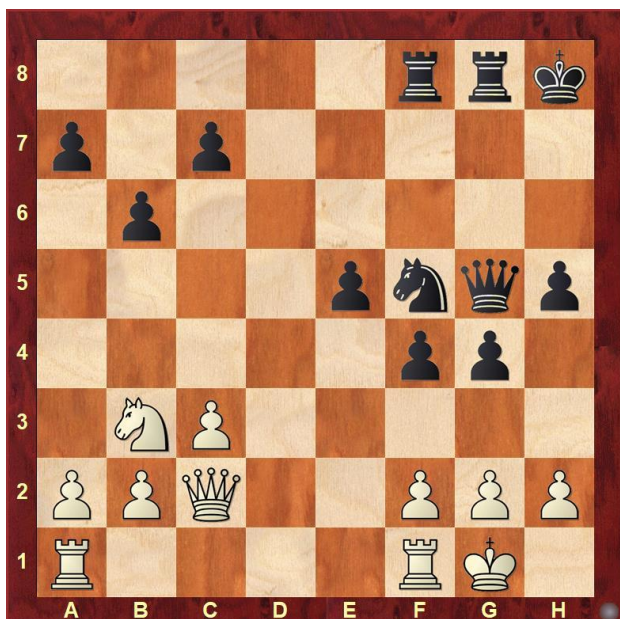
1. White to play. Who has better position?



2. White to play. Who has better position?



3. Black to play. Who has better position?



4. White to play. Who has better position?

