

10. Pin (Difficulty level: Easy)

The pin is a position when you attack a piece that cannot move out of the way because it would allow the capture of a piece of greater value. It is a tactic that can be only performed by a line piece (pieces that attack in a straight line - horizontal line, vertical line or diagonal line) i.e. Bishop, Rook, or Queen. Since a pinned piece cannot move from its place a player can use his other pieces too for adding more attack on it.

There are 2 types of Pin:

1. Absolute Pin:

An absolute pin involves a piece in front of its king, which cannot legally move away to protect itself since this would leave the king in the check.





Diagram 10.1

Diagram 10.2

In diagram 10.1, we can observe the black bishop on d5 and black king on d8 are in the same d-file. In diagram 10.2, the white rook moves from e1 to d1 and performs an absolute pin by attacking the bishop in such a way that the opponent cannot move it.



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2. Relative Pin:

The relative pin is a position where the pin takes place without the king's involvement. The piece protected by the pinned piece is typically more valuable.





Diagram 10.3

Diagram 10.4

In the diagram 10.3, we can observe that the black rook at a8 is behind the black knight on c6 in the same diagonal. In diagram 10.4, the white bishop moves from e2 to f3 and performs a relative pin by attacking the knight in such a way that the opponent won't move the knight. (if black moves the knight, then he will end up losing higher the rook) Therefore, black moves the rook and then white can capture the knight



10. Pin (Difficulty level: Easy) - Homework

1. White to play and find the pin



2. Black to play and find the pin



3. White to play and find the pin



4. Black to play and find the pin





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5. Black to play and find the pin



6. Black to play and find the pin



7. White to play and find the pin



8. White to play and find the pin





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9. White to play and find the pin



10. Black to play and find the pin

