

# INTERMEDIATE LEVEL

## 10. Pin (Difficulty level: Normal)

It is the next part of pin where you may not be able to do pin on the first move. You need to form the position of pin in the first move and apply the tactic on the second move.

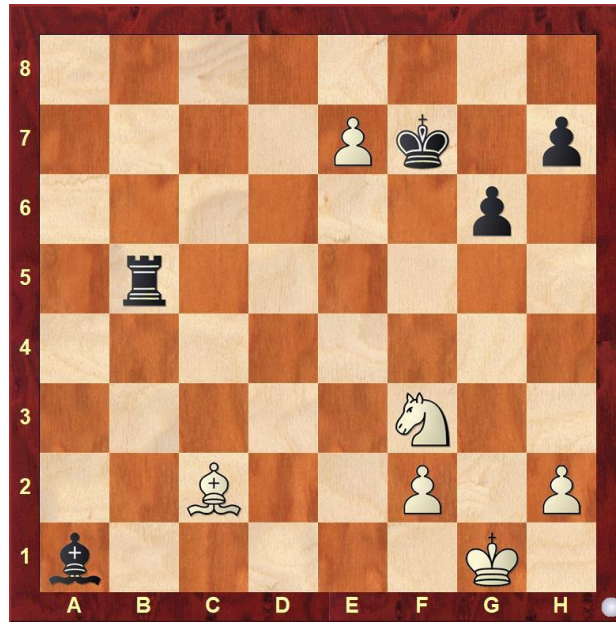


Diagram 10.1

In the diagram 10.1, white plays 1. e8=Q+ forcing black to play Kxe8 (the black king is forced to capture the Queen because black cannot let the white team get the queen). Therefore, white can easily perform a pin by playing Ba4 and then the black saves the king by playing Ke7 and then the white can easily gain a material advantage by playing Bxb5.

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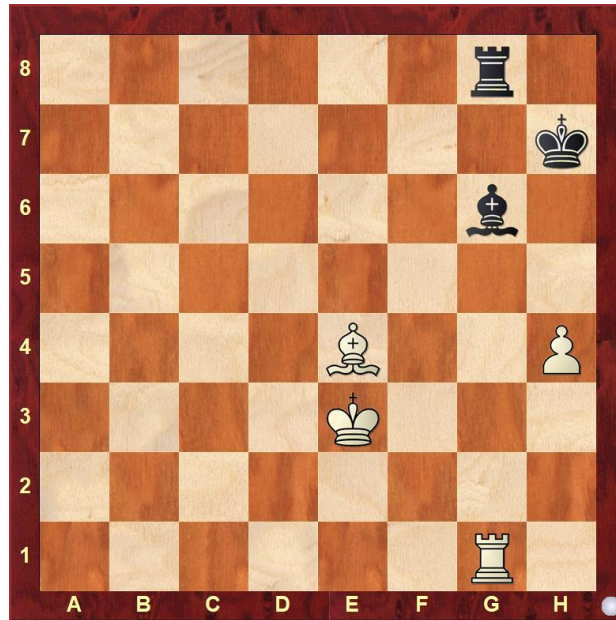


Diagram 10.2

In the diagram 10.2, white plays 1. Rxc6 forcing black to play Rxc6 (after this move the black rook automatically gets pinned by the bishop). Therefore, white can add more attack on the pinned rook by playing h5 followed by black moving the king to Kg7 and then white can gain a material advantage by playing hxg6.

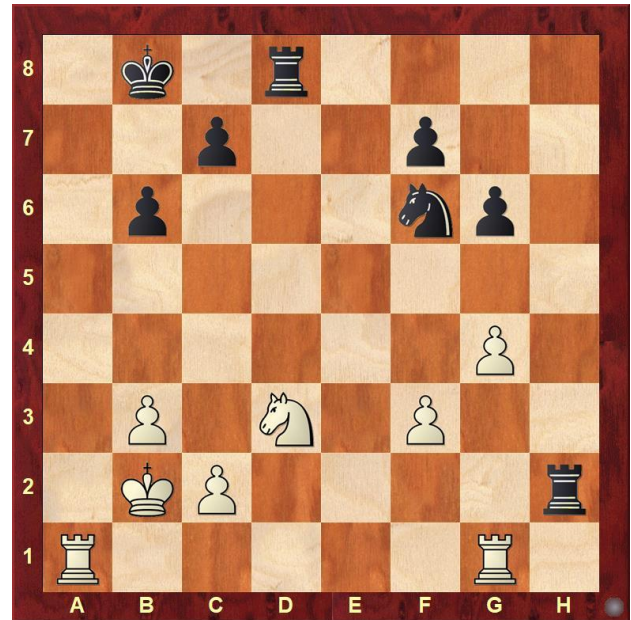
# INTERMEDIATE LEVEL

## 10. Pin (Difficulty level: Normal) – (Homework)

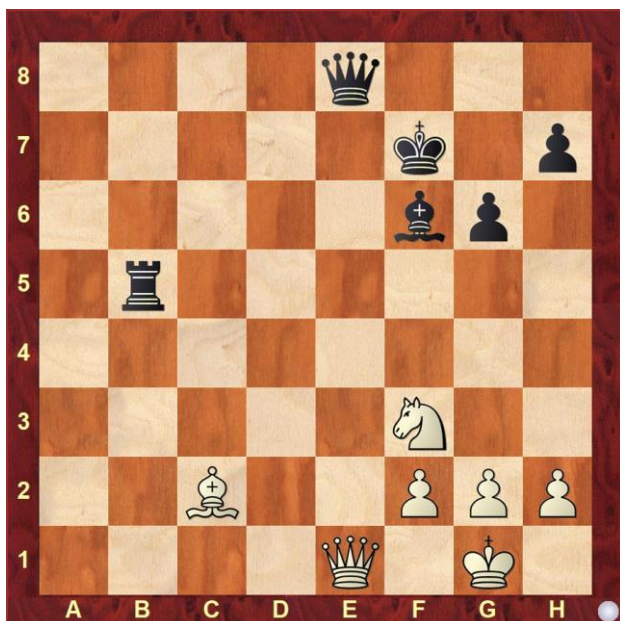
1. White to play and win using pin



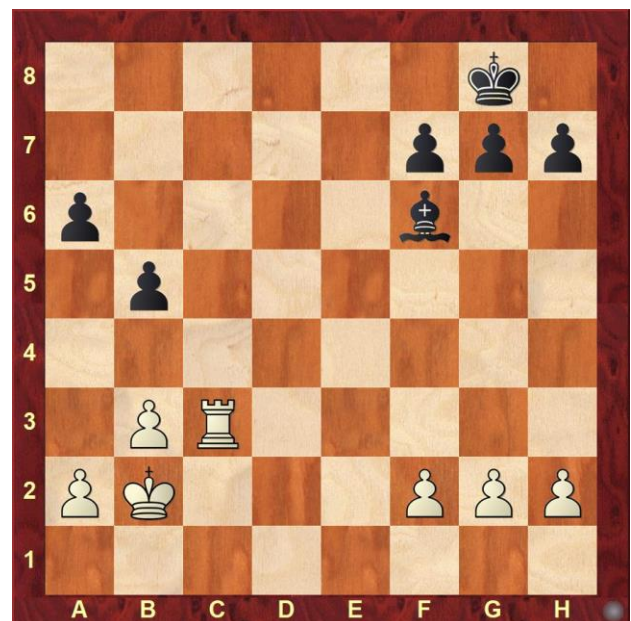
2. Black to play and win using pin



3. White to play and win using pin



4. Black to play and win using pin

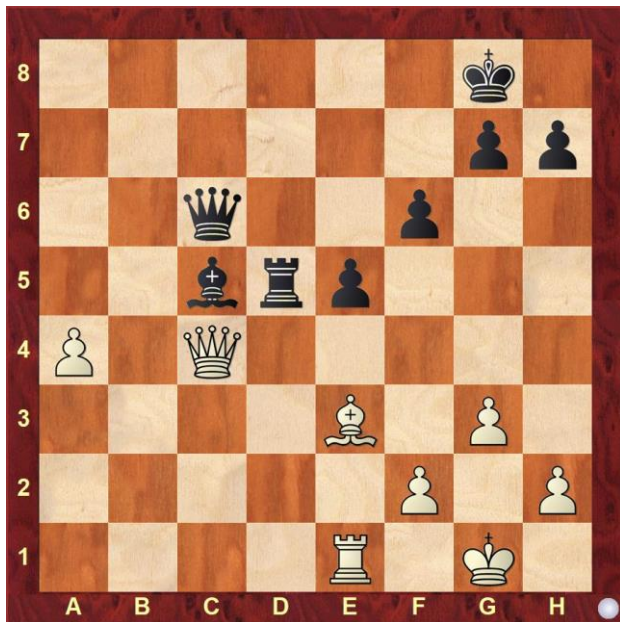




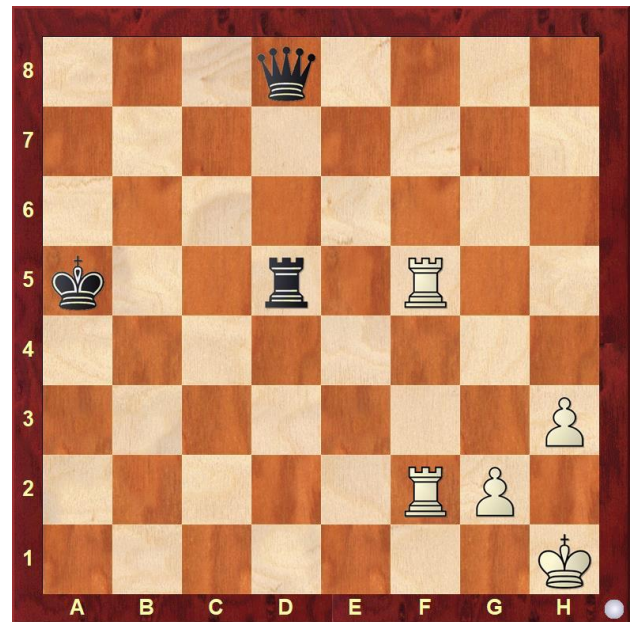
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## 10. Pin (Difficulty level: Normal) – (Homework)

5. White to play and win using pin



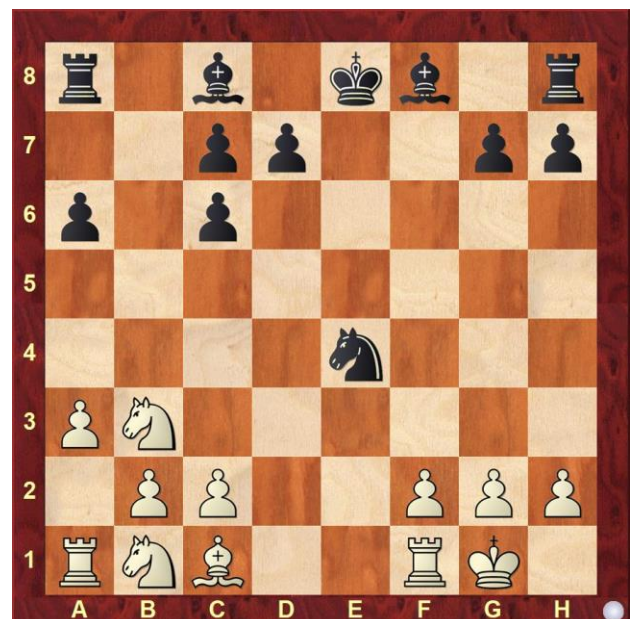
6. White to play and win using pin



7. White to play and win using pin



8. White to play and win using pin



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## 10. Pin (Difficulty level: Normal) – (Homework)

9. White to play and win using pin



10. White to play and win using pin

