

The

Pin



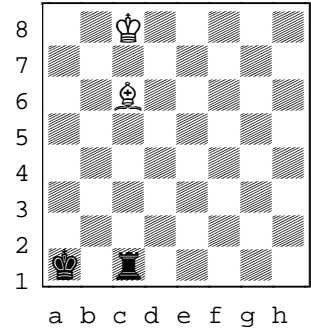
King Chess Club

A PieceTakers Mini-lesson Level: Novice

1) A 'pin' is an attack where the 'pinned' piece cannot move because it would expose a more valuable piece to attack

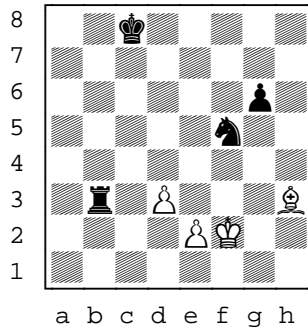
Here is an example of a pin.

The white bishop cannot move because it would put the white king in check by the black rook. The white bishop has been "pinned" by the rook.



2) An **absolute pin** is where the pinned piece cannot make a legal move because it would put the king in check.

In the example, the white bishop has an absolute pin on black knight.

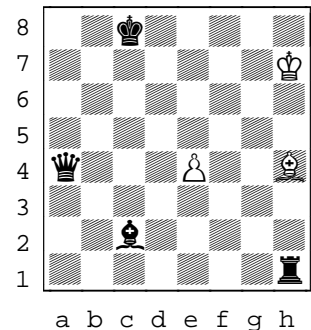


3) A **relative pin** is where the pinned piece can make a legal move but it would expose a more valuable piece.

In the example, the black rook has a relative pin on the white pawn. If the white pawn moves, it will expose the bishop.

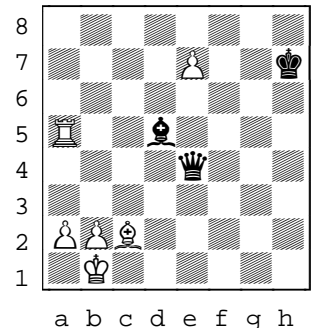
4) A pin can only occur on a rank (row), file (column), or diagonal. The only pieces that can do a pin are the queen, rook, and bishop.

Here's an example where the black queen, rook, and bishop all have pins. Find the pins and decide if they are relative or absolute.



5) A pin can neutralize a defending and/or attacking piece.

In this example, the black queen is defending the black bishop and attacking the soon-to-be-promoted white pawn. However, because the black queen is pinned, it cannot move and therefore cannot stop the pawn from moving to the last square or stop the bishop from being taken by the rook.



Answers:



4) a. Rook (absolute) b. Bishop (absolute) c. Queen (relative)

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