

## Pinning "Advanced" Help Guide

**Pin:** An attack by a Queen, Rook or Bishop on a piece which cannot move without exposing a more important piece or square. The pinned piece is said to be masking or screening the more important piece or square. An absolute pin is where the screened piece is a King, therefore it is illegal for the pinned piece to move as it would expose the King to check. A relative pin is where moving the pinned piece would result in a loss of material or other unfavorable effects.

### Diagram 1:

Black to move. The White Queen has played not such a good move. Even though the Black King is being checked by the Queen, Black can block the check and create a Pin on White.

### Diagram 2:

Black to move. This is very tricky. Look close. The Black Queen can move and capture a White piece, making a Pin on a Pawn in front of the White Queen. Even if White recaptures Black can also recapture and gain material.

### Diagram 3:

White to move. The Black King and Queen have placed themselves on the same diagonal. Look for a minor piece to move to a square that is protected by a Pawn attacking the Black Queen. Win free material.

### Diagram 4:

White to move. This is three moves. The Black Queen is Pinned by the White Queen. The Black Queen and Rook are on the same file. Move a piece to attack the Black Queen along a file. The Black Queen will then have to take your White Queen. Use the same piece you moved the first time and take the Black Rook on d8 (Rxd8+) checking the Black King. After the King moves, capture the Black Queen. Write down all three moves.

### Diagram 5:

White to move. This Pin you need to set up. Start with a check, and when the Black King moves to the seventh rank move your Rook to Pin the Knight. Write both moves.

### Diagram 6:

White to move. Look for a King and Queen on the same diagonal and develop a piece to attack the Queen. Don't worry your Knight is protecting the square.