

Pins "Beginner" Help Guide

Pins: 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.

You can only Pin a piece with a piece that is allowed to move more than one space at a time and cannot jump. The three pieces are:

Fill in the blank: _ u e _ n
 R _ _ k
 B _ _ o p

Diagram 1:

Black to move. Use your Bishop to attack two pieces on the same diagonal.

Diagram 2:

White to move. Use your Rook to attack two pieces on the same rank (Side to Side).

Diagram 3:

White to move. Use your Queen to attack two pieces on the same diagonal.

Diagram 4:

White to move. As you can see the Black Knight on b8 is pinned by the Rook on d8. If you could develop a White piece and attack the Knight on b8, White can win a free Knight. That's called re attacking a Pin.