

Pins "Intermediate" Help Guide

Pin: At 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.

Absolute Pin: Same as above but you cannot move the Pinned piece because the second piece behind it is the King. For example if a Rook was attacking a Queen and behind the Queen was a King. The Queen no matter what could not move out of the way, because moving would result in a check on the King. The Queen could always capture the Rook.

Relative Pin: Same as above but the Pin is focused at any other piece of greater value. For example if a Bishop is Pinning a Rook to a Queen, its relative because if you want to you could move it. You would lose a piece of greater value but the option is there.

Diagram 1:

White to move. Use your Bishop to attack a piece on the same diagonal as the Black King. Absolute Pin because the piece cannot move because it will result in check.

Diagram 2:

White to move. Use your Rook to attack to pieces on the same file (Up and Down). Relative Pin because you can choose to move your Pinned piece.

Diagram 3:

White to move. As you can see there is a Pin on the board. Whites light squared Bishop is Pinning the Black Knight on c6. This is an Absolute Pin because you may not move your Knight, because it will result in check. White would like to take the Knight but if Bishop takes Knight (Bxc6) then the Black Pawn on b7 can take our Bishop (bxc6) for an even trade. White has a better move! White can push a Pawn to attack the Knight and then on the next turn take the Knight with the Pawn because the Black Knight may not move.

Diagram 4:

White to move. This is cool! First think about how you can get the King on the same diagonal as the Black Rook on b5. The King must play to e8, then the Rook and King will be on the same diagonal. So a Pawn push might help this out, if you had a Queen, the King would be crazy not to take it. Once the Black King takes use your Bishop to attack two pieces on the same diagonal.