

Re-Attacking the Pin “Intermediate” Help Guide

Pin: An attack by a Queen, Rook, or Bishop on a piece that cannot move without exposing a more important piece or square. The Pinned piece said to be masking or screening the more important piece or square.

Diagram 1: White to move. In this problem you want Re-Attack the Pin that the White Bishop has on the Black Knight and King. You can push one of your Pawns to attack the Knight. There is nothing he can do about this and you will win the Knight.

Diagram 2: White to move. Right now there is a Pin on the Black Rook and Queen by the Rook on d1. You will be able to Re-Attack the Pin with your other Rook. Put your other Rook on a square that will Pin the Black Rook to the King.

Diagram 3: White to move. There is a Pin performed by your Bishop on the Black Bishop and King. You want to Re-Attack the Black Bishop on d5. You can do this by moving one of your major pieces over to attack.

Diagram 4: White to move. In this diagram the Black Knight is being Pinned to the King by the Bishop on b5. You can Re-Attack the Knight by moving one of your major pieces over. You only have one major piece left on the board to use.

Diagram 5: White to move. In this problem the Rook on g1 is Pinning the Pawn to the Black King. You want to Re-Attack the Pawn with one of your minor pieces. You only have one minor piece that will be able to do that.

Diagram 6: White to move. The Black Bishop is being Pinned to the King by the Rook on c1. You will be able to Re-Attack the Bishop on c5 by moving one of your minor pieces up the diagonal and capturing one of Black's Pawns. The Black Bishop can do nothing about this attack and you will win the Bishop.