

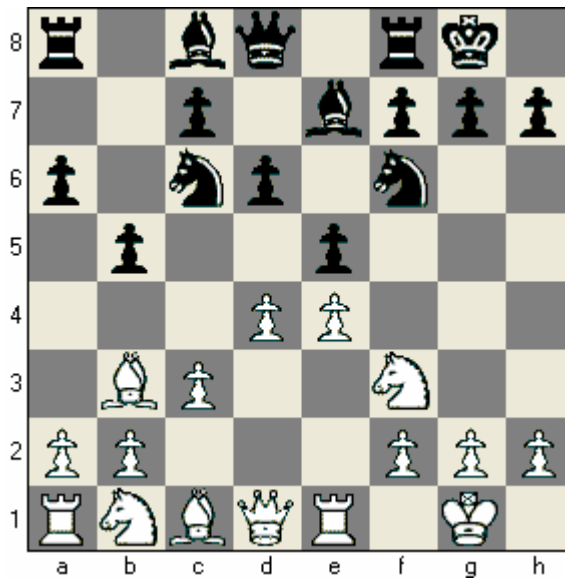
Name _____

Pins

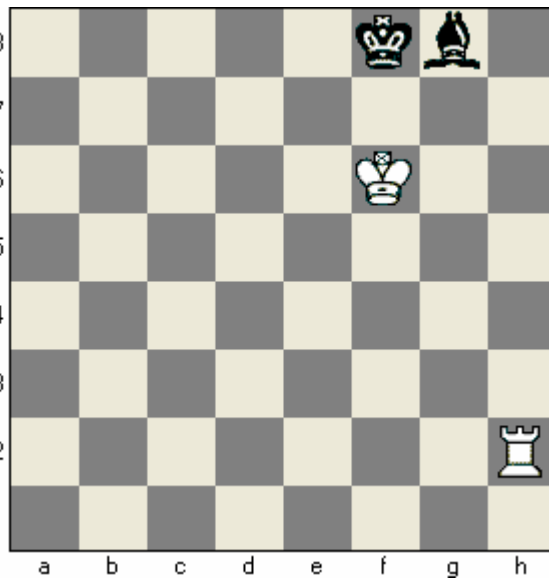
A **Pin** happens when one piece is attacked and cannot move without exposing another piece of greater value to attack. For example, if you are attacking my Knight, and moving my Knight would cost me my Queen, then my Knight would be in **Pinned**.

In order for a pin to happen, you must use a piece that moves on a straight line. Circle the three types of pieces that can pin:

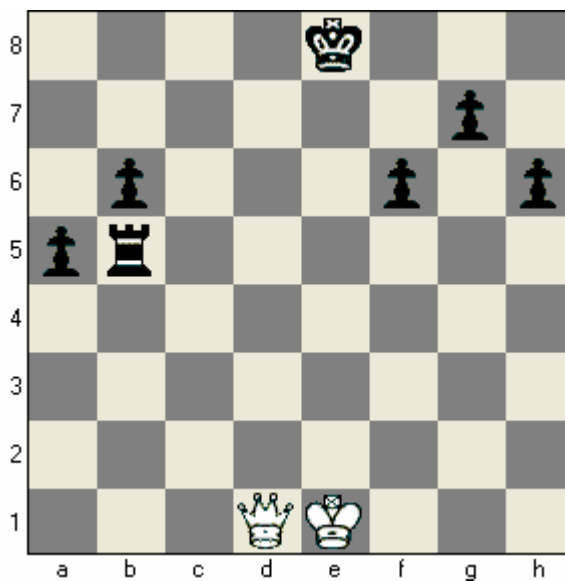
King Bishop Knight Rook Queen Pawn



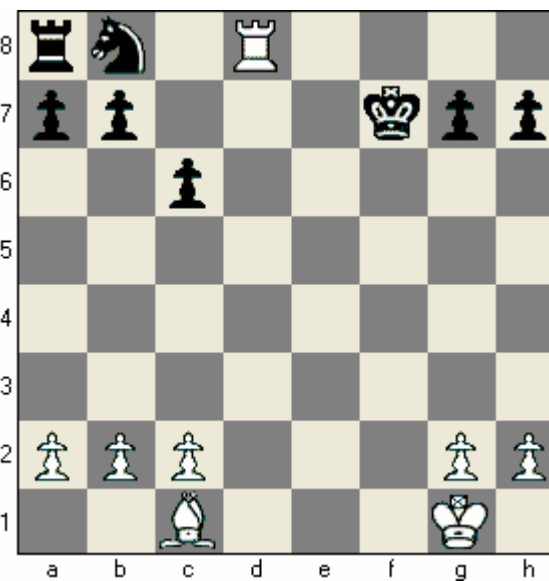
How can Black Pin the White Knight?



How can White Pin the Black Bishop?



How can White win a Rook with a Pin?



How can White "pile up" on a pin?