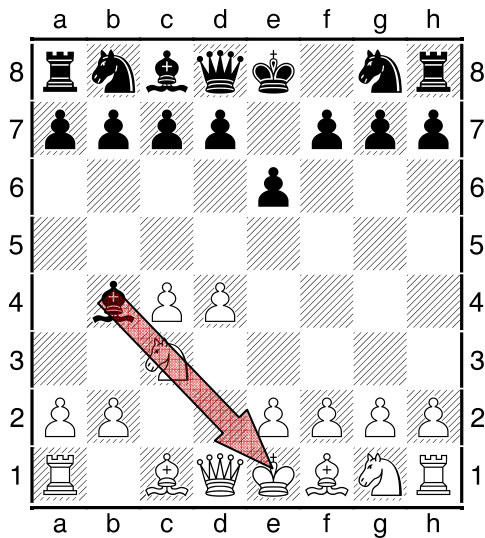


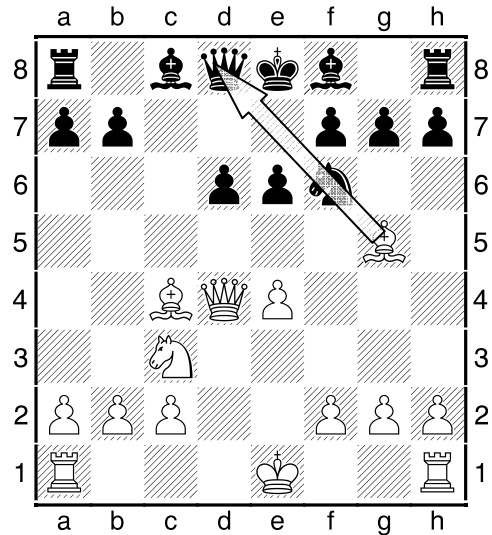
The Book of Pins: The most common tactic in chess is the pin. It usually appears early in the opening against the Knights and again throughout the entire game against any other piece except the King. A pin is always created by ordinary pieces, the Queen, Rook or Bishop. Remember the pawns and Knights are special pieces. They attack too close to pin. A pin is when a piece is attacking another piece but it cannot move without jeopardizing a more valuable piece behind it. There are two kinds of pins; hard and soft.

Example of a pin:



Black has just moved Bb4. This move attacks the Knight on c3. Moreover the poor Knight can't escape. If it moves the King would be in check by the Bishop. The Knight legally cannot move so it is

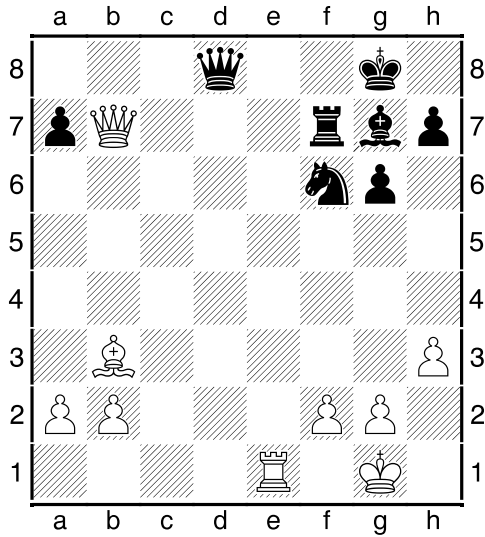
hard pinned to the King. A hard pin is a piece pinned to a King.



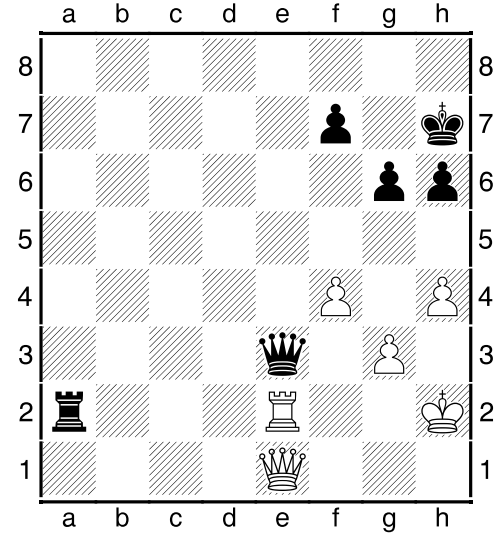
Here White just played Bg5. Attacking the Black Knight. If the Knight were to move away the White Bishop would then surely take the Black Queen. It is legal for the Knight to move but abandoning the Queen to the Bishop is a bad idea. When a piece or pawn is pinned to anything other than a King it is said to be a soft pin. Hard pin meaning illegal to move the pinned piece and soft pin meaning legal to move the pinned piece but usually a very bad idea.

In the first set of exercises identify the pinned pieces for both sides.

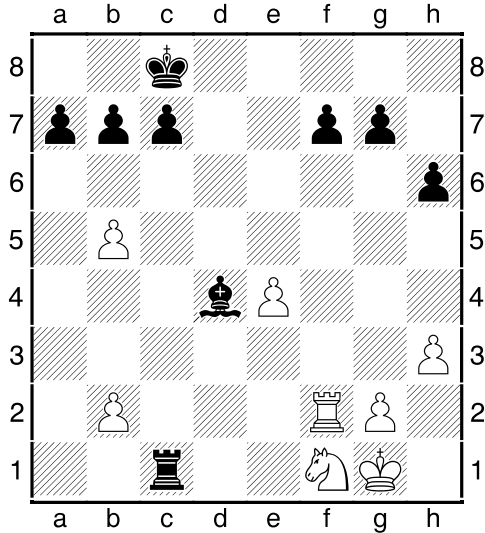
Examples:



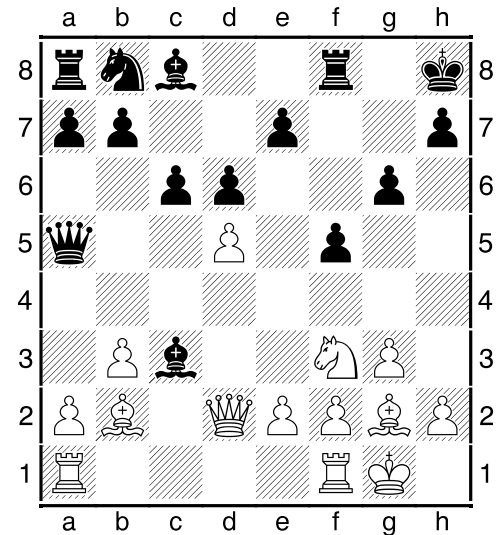
The White Bishop on b3 has hard pinned the Black Rook on f7 to his King on g8. The Rook cannot legally move.



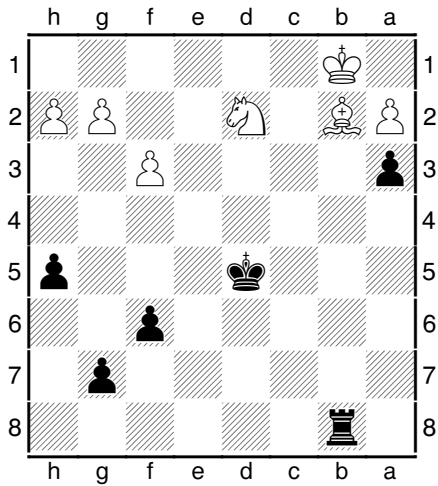
The Black Rook on a2 has hard pinned the Rook on e2 to his King. The Black Queen on e3 soft pins the same Rook to his Queen on e1. Legally the Rook could capture the Rook on a2 but then the Queen would be free to take the White Queen.



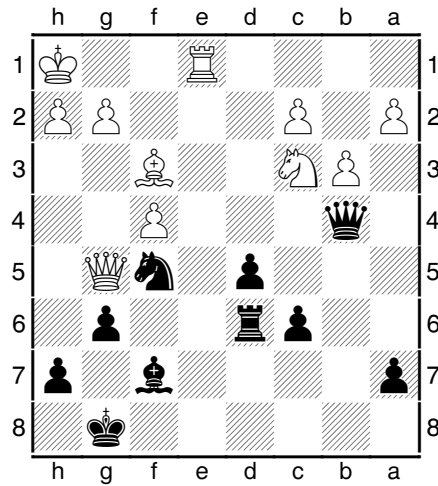
Here the Black Bishop on d4 has hard pinned the White Rook on f2 to the King on g1. Also the Black Rook on c1 has hard pinned the White Knight on f1 to the King on g1.



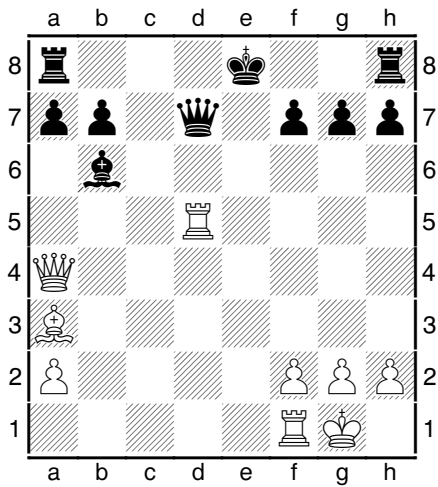
White's Bishop has pinned the Bishop on c3. White's Queen has also pinned that Bishop. What kind of pins are these?



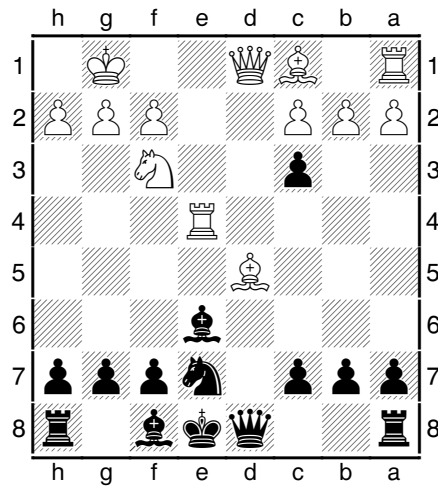
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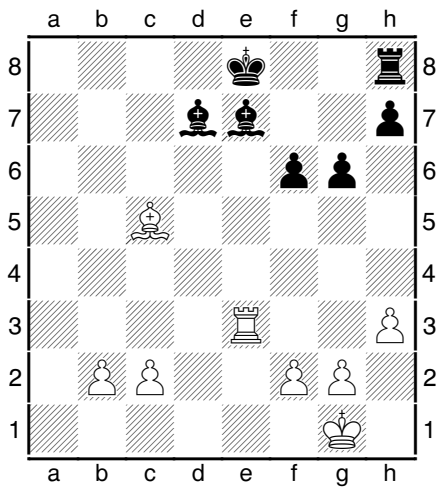
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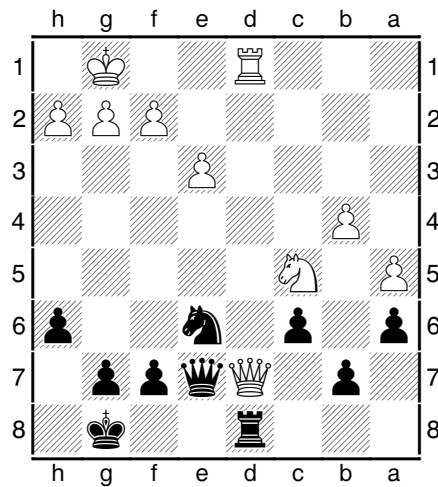
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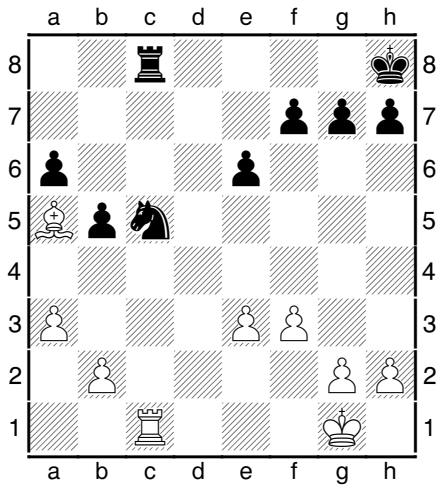
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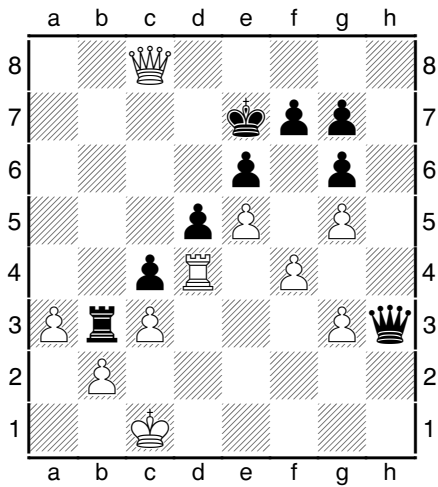
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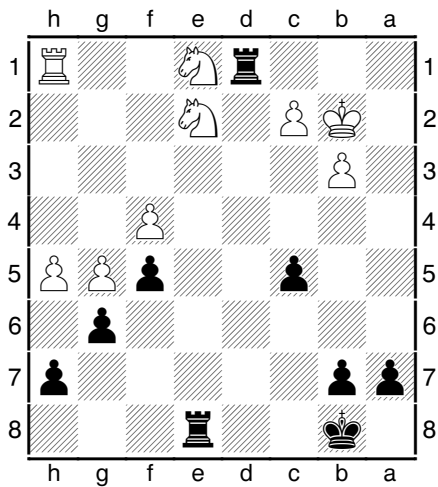
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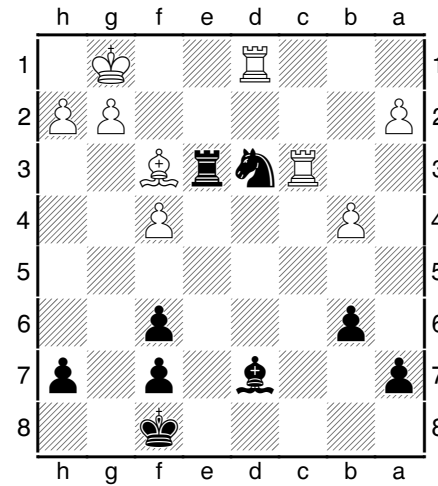
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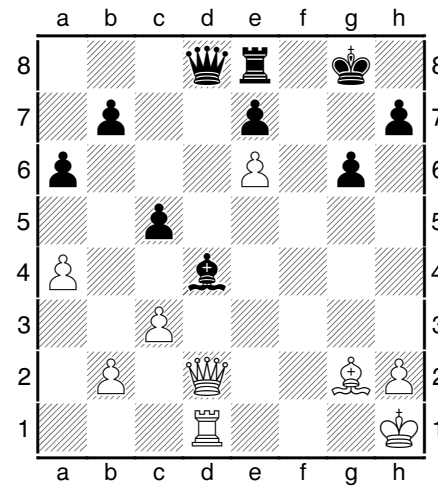
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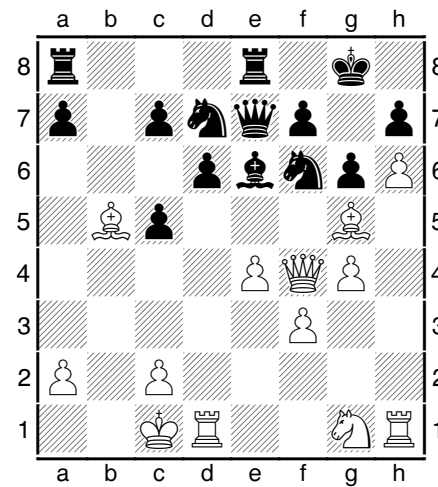
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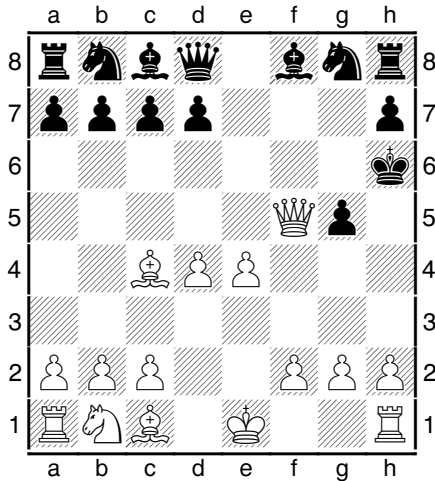
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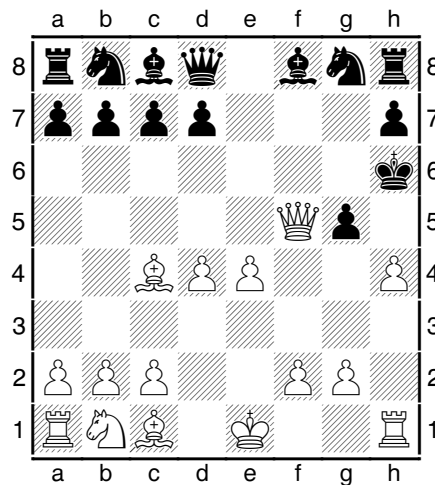
Now that you can identify a pin in most situations it is time to take a look at this powerful tactic and what is the best way to handle it. Remember the pin is used to prevent a piece from moving. In many cases it is designed to freeze that piece in place until reinforcements can arrive and can remove it. There is a common saying, "if a piece is pinned, attack it again." There is no doubt this is the one of the most often used tactic in chess. The next sets of problems have a clear example of a pin in effect. You need to find the pin and attack the pinned piece again.

Examples:



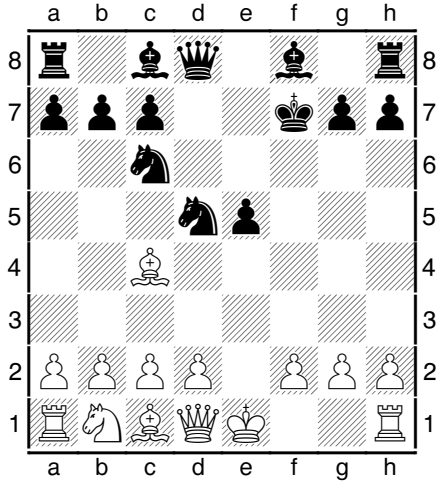
This position came about during a King hunt. The poor Black King has been drawn out of his home territory. Black's last move was his pawn to g5, blocking the check from the c1 Bishop. Now the poor pawn is pinned. It should be noted this pin is not completely hard.

Though the pawn cannot move to g4 or capture anything that might appear on h4 it can however move towards the White Bishop and capture anything that might appear on f4. This ability to move towards the pinning piece only occurs in ordinary pieces and pawns. Remember ordinary pieces move in a straight line and include the Queen, Rooks and Bishops. A Knight once in a hard pin can never move. This is due to the fact they cannot move in a straight line. What can White do about the pinned pawn? Attack it again. White already has his Queen and Bishop on the pawn. He needs to bring in a new attacker. There are two pawns in a position to attack the g5 pawn. White's f and h pawns. Bad would be to use the f pawn because it breaks the pin on Black's pawn and it can either take the f pawn or move to g4.

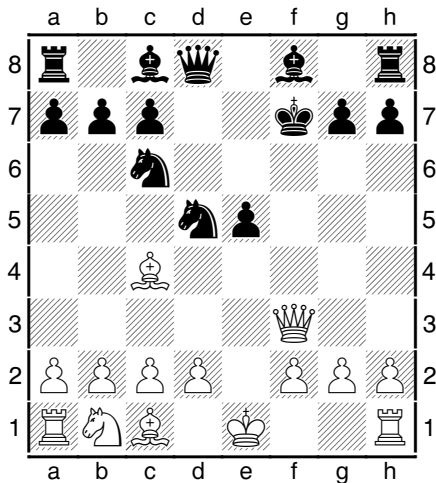


The h pawn is the correct pawn to

attack with. Black will not be able to capture the attacking pawn.

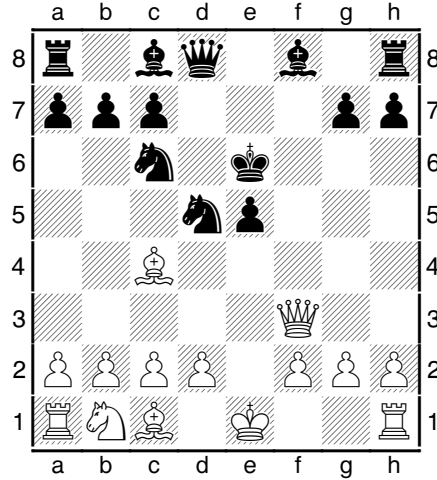


Here is a famous position from the "Fried Liver" attack. White sacrificed a Knight on f7 to get the Black King out in line with the White Bishop on c4 causing the Knight on d5 to be pinned. A hard pin. It is White's turn and he needs to attack the pinned Knight fast to win back the sacrificed Knight.

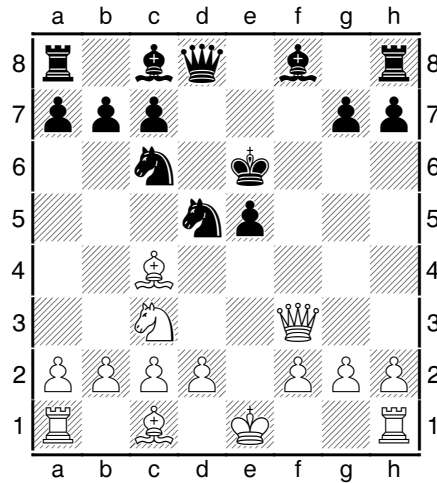


White uses his Queen to perform the second attack on the pinned Knight on d5. It is a double attack on both the Knight and the Black

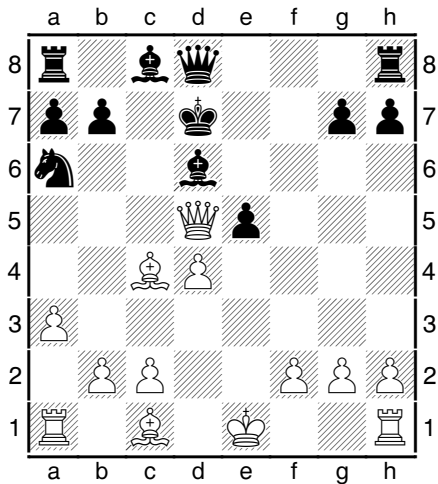
King. Black has no choice but to move his King further out to e6 if he wants to try and save his Knight.



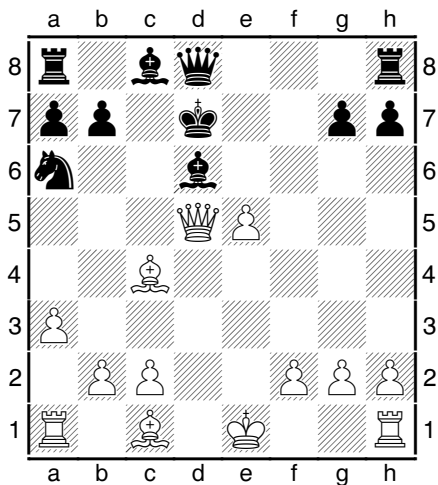
Black has moved his King up to guard the pinned Knight on d5. How can we attack the Knight again?



White has developed his Knight to c3 and again has attacked the pinned Black Knight. This is exactly how to handle a pinned piece. Now we will move a few moves ahead in the game to see a new pin created.

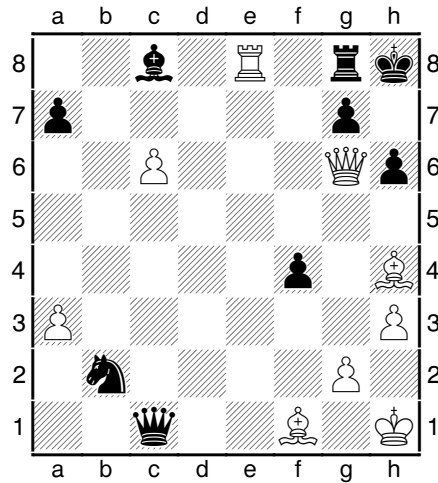


Black's Bishop on d6 is pinned to his King. How does White attack the Bishop again?



White uses the best piece to attack a pinned piece, the short guy with the bald head, a pawn. The poor Black Bishop will fall to a pawn. Justice served by a pawn. There are many ways to attack a pinned piece but none is more powerful than or as fun as a pawn. The simple fact that a mere pawn that is worth only a dollar can attack a piece worth many times as much shows just how powerful the

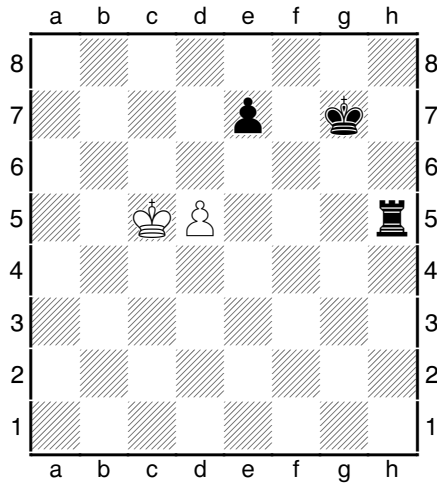
pin can be. Don't be so quick to allow a pin of one of your pieces. In many cases it can lead to disaster.



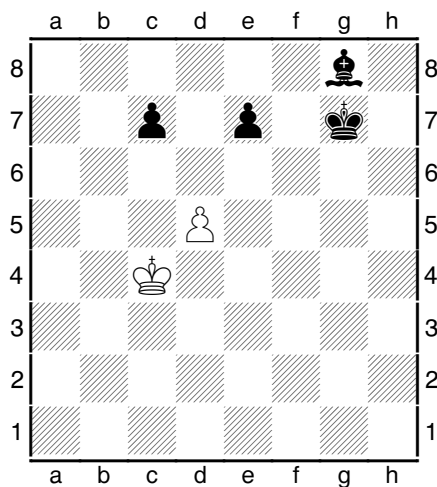
This rather complicated position clearly illustrates the power of the pin. Black's pawn on g7 is pinned to the Rook behind it on g8. Why you ask? The White Queen and Rook are in line with the Black Rook on g8. If the g7 pawn were to disappear from the g7 square then White would simply capture the Rook on g8 with his Queen for an "In Your Face" checkmate. A pinned pawn is hardest to see especially when the pin comes from a line down the file the pawn is sitting on. White's best move here is Bf6 threatening mates on g7 and h6 with his Queen and if the pawn captures the Bishop White mates by taking the Rook on g8 with his Queen

Let's look at the geometry of the pinning of a pawn. Remember a pawn is a special piece that moves in short bursts of one square at a

time except on his first when he can go two, and captures diagonally one square away.



This is a simple straight line pin. The Rook is pinning the White pawn on d5 and it cannot move. Because the attack is coming from the side of the pawn the pin is 100% effective and White must move his King to break the pin before Black can attack the d5 pawn again with his pawn on e7 to e6!



It is Black to move and he has a pin on the d5 pawn with his Bishop on

g8. To win the d5 pawn you must be careful not to break the pin while attacking the pawn. The pawn on d5 actually has two legal moves at his disposal depending on what Black does on his next move. Because this is a diagonal pin on the d5 pawn he is not entirely pinned. Remember pawns attack diagonally and the pin is coming from the direction the d5 pawn can make a capture on e6. If Black were foolish enough to play pawn e6 then White could simply capture the pawn or move to d6 since the pawn is no longer pinned. Should Black try to pass the pinned pawn by playing his pawn from e7 to e5 then White can simply capture the Black Pawn using the En-passant rule. See the basic pawn rules section of the online manual.