

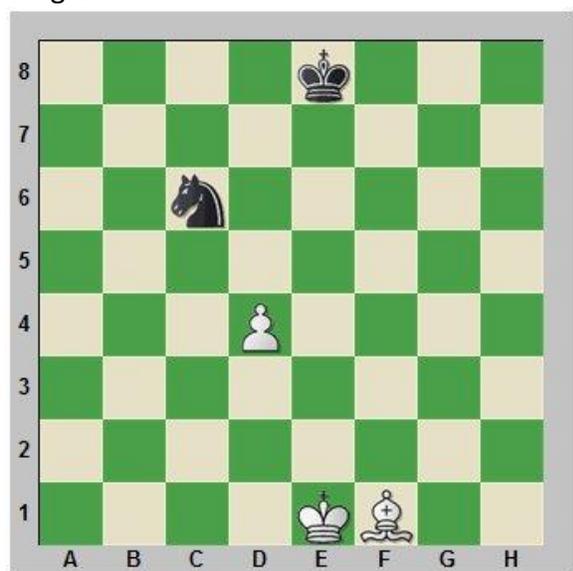
The Pin

Is a move that paralyzes a piece for a while. A pin is a useful move in chess, it gives time to move other pieces and even get free material. A pin can happen in a diagonal or file. It could be done against a pawn or other pieces.

Four ways to get out of a pin

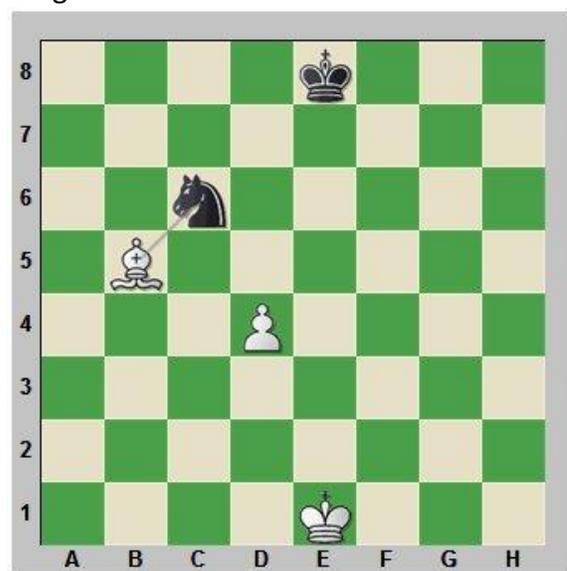
1. Take the piece that is pinning
2. Block by putting a piece in the way
3. Move out the pin
4. Attack the piece that is doing the pin

Diagram 1



Position before a Pin

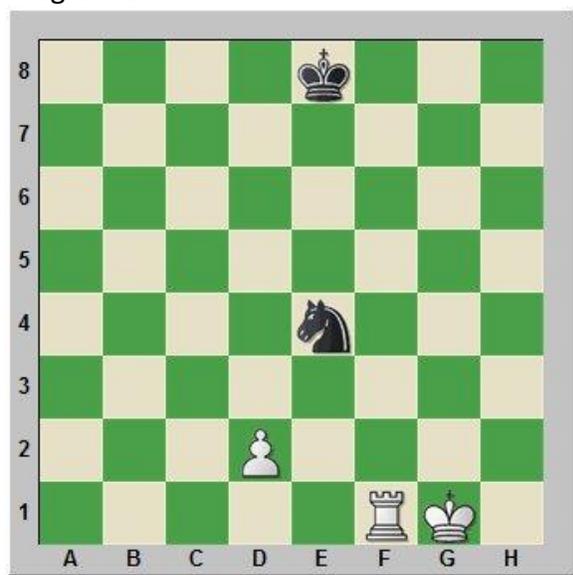
Diagram 2



Position showing a Pin

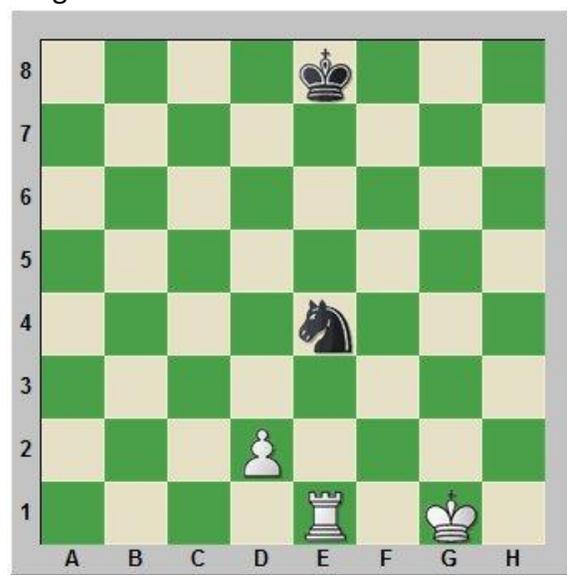
Position with a bishop pinning a knight
The knight cannot move, if the knight moves the black king will be in check
A player cannot move to a check or put itself in check. If blacks play Kd7
White will move the d-pawn an attack the black knight twice and capture it after.

Diagram 3



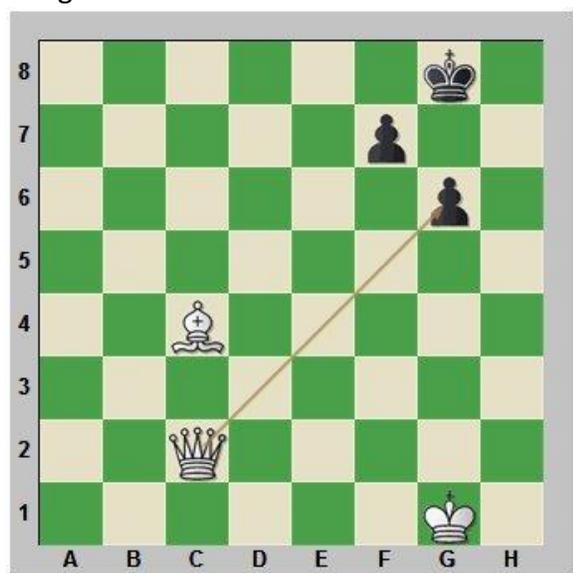
Position before a Pin

Diagram 4



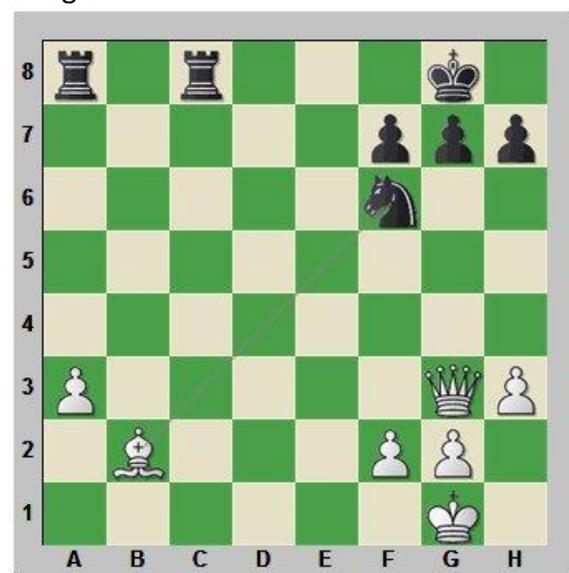
The white rook is pinning the black knight

Diagram 5



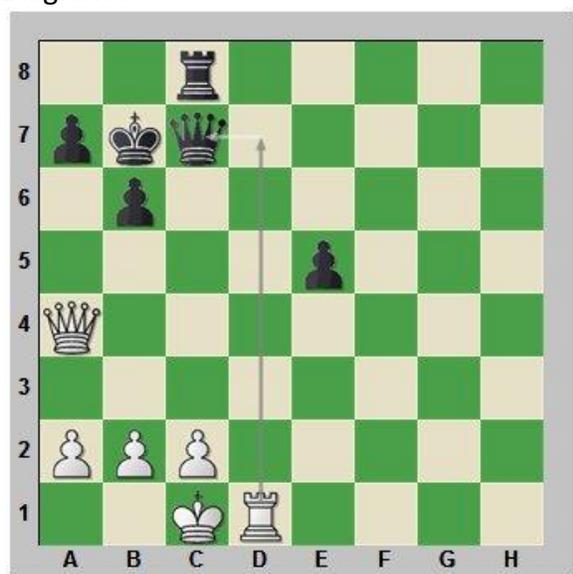
The pawn on f7 is pinned by the bishop on b3. The white queen could take the g6 pawn free

Diagram 6



The black knight on f6 is in trouble, white will play Bxf6 and the pawn on g7 is pinned by the queen on the g-file

Diagram 7



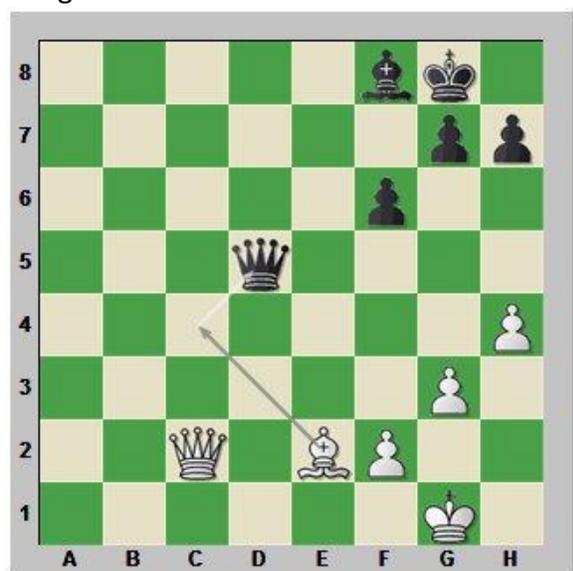
The black queen and king are located on the seventh rank. White will play Rd7 defended by the white queen and pinned the black queen on the seventh rank

Diagram 8



The white queen on c6 will move to h6 and take advantage of the pinned bishop on the seventh rank.

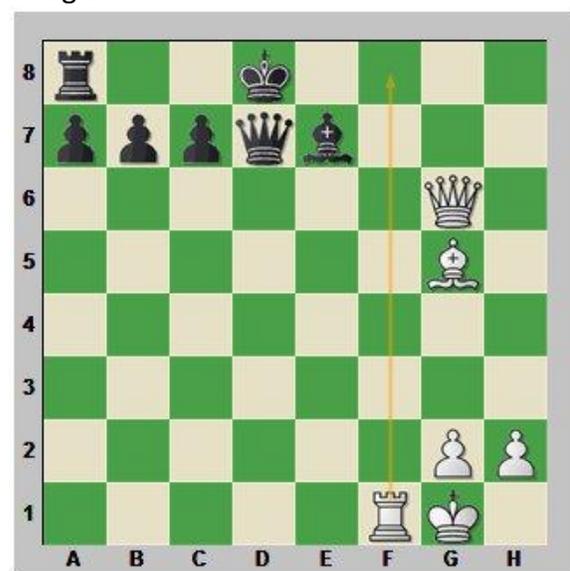
Diagram 9



The black queen on d5 is in the same diagonal with the black king. Avoid putting the king and queen in the same color.

White will play Bc4 and pinned the black queen on the diagonal.

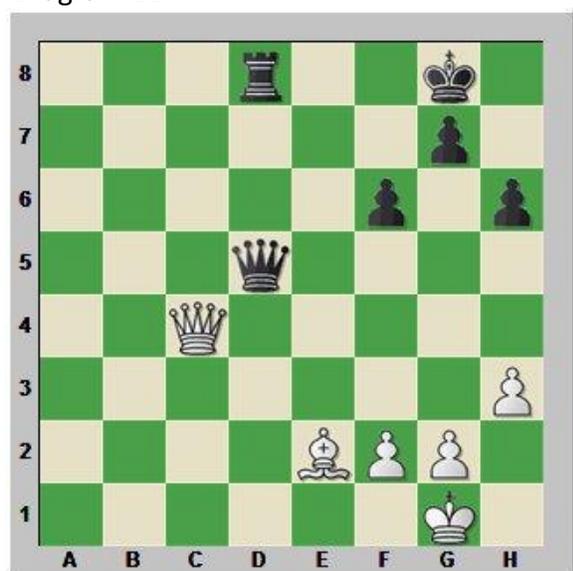
Diagram 10



The black bishop on e7 is pinned by the white bishop on g5

White plays 1.Rf8 and black cannot recapture back with the bishop because is pinned.

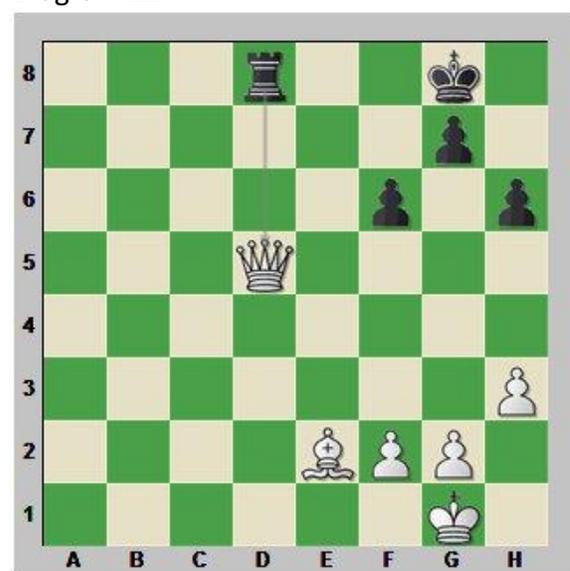
Diagram 11



Two steps Pin

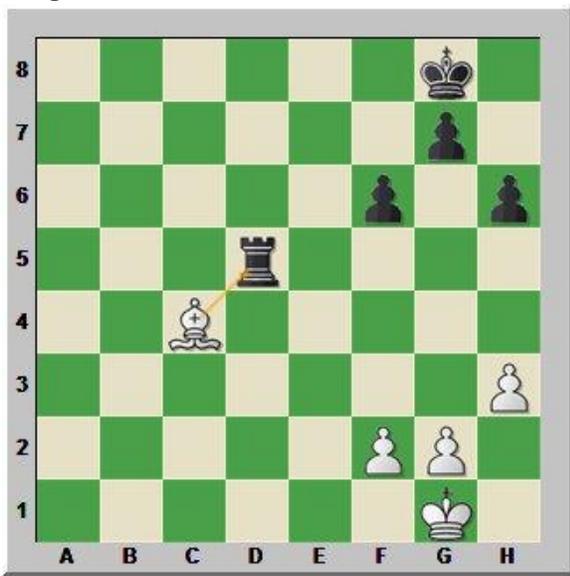
1. First capture the black queen
2. Follow by, white Bc4 pinning the rook.

Diagram 12



Black next move 1...Rxd5

Diagram 13



White last move Bc4 pinning the rook on the diagonal