



PINS

1. Restrict the movement of your opponent's pieces
2. Weaker piece shields stronger piece
3. Win the piece by adding a second attacker



TYPES OF PINS

In an absolute pin, the weaker piece is pinned to the King, preventing check. Breaking this pin is illegal.

In a relative pin, it is not ideal to move the pinned piece, but it is physically possible to do so and the pinned piece can sometimes break the pin with a discovered attack.

White to move



Which black piece is pinned? _____

How does white win material?

White to move



Which black piece is pinned? _____

How does white win material?

Black to Move



Which white piece is pinned? _____

How does black win material? _____

White to Move



Which black piece is pinned? _____

How does white win material? _____

White to move



How does white make a pin? _____

White to Move



Which black piece is pinned? _____

How does white checkmate? _____

Black to move



How does black make a pin? _____

White to move



Which black piece is pinned? _____

How does white checkmate? _____