

Pin and Win

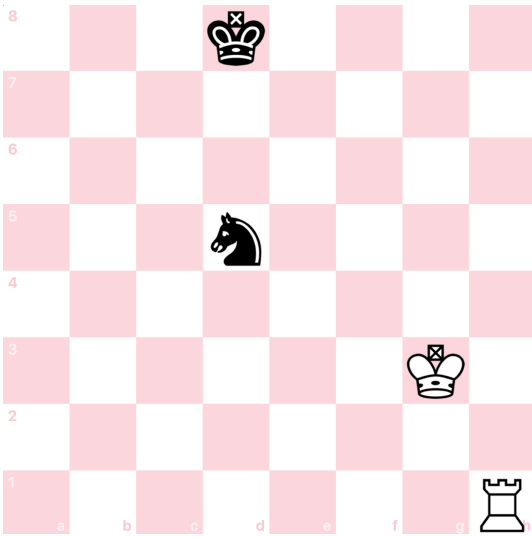
Chess Tactics for INTERMEDIATE



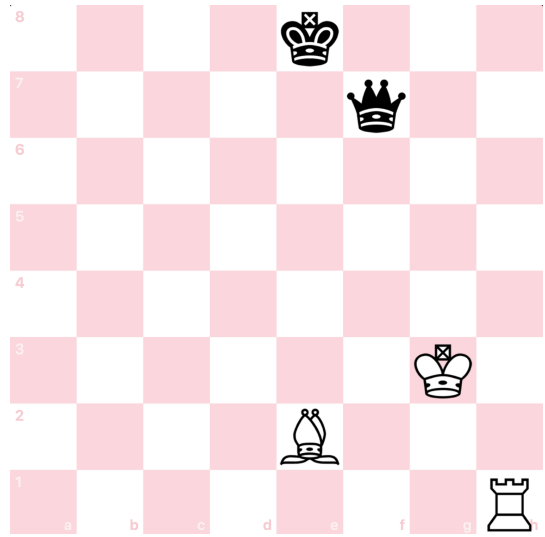
Name _____ Grade _____ Score _____

To create a "pin" you must attack a piece that is lined up with a more valuable one.
The attacked "pinned" piece becomes paralyzed!
If that pinned piece moves away, the more valuable piece will be lost.
Using chess notation find the move for white that pins and wins!

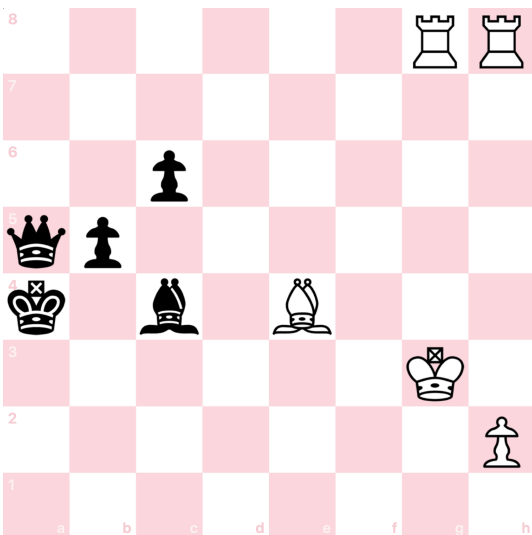
PUZZLE #1



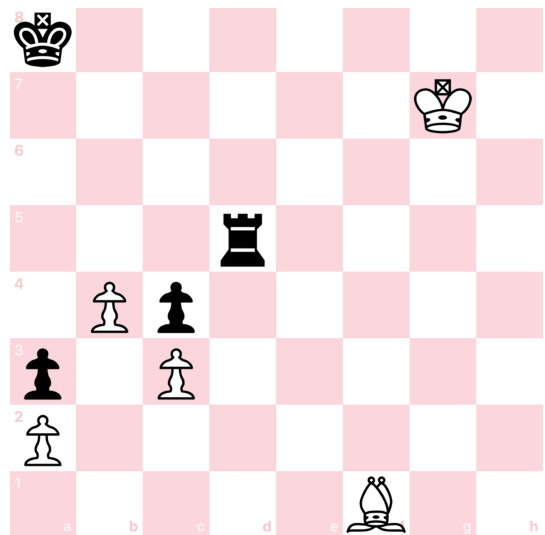
PUZZLE #2



PUZZLE #3

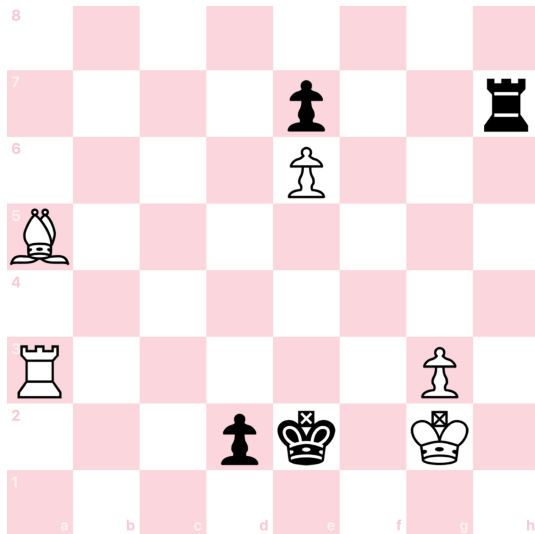


PUZZLE #4

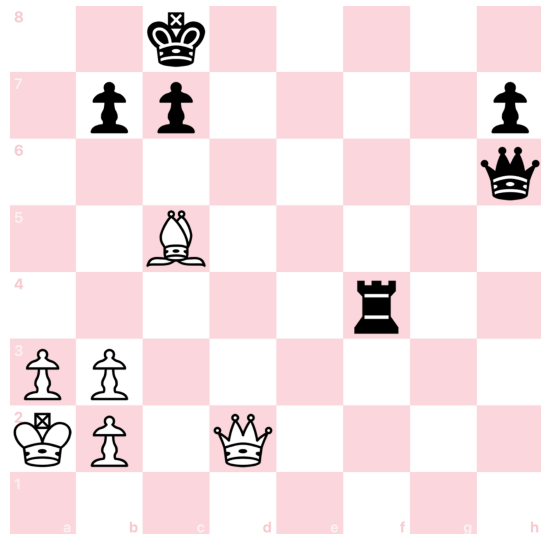


Using chess notation write the move for white that pins and wins!

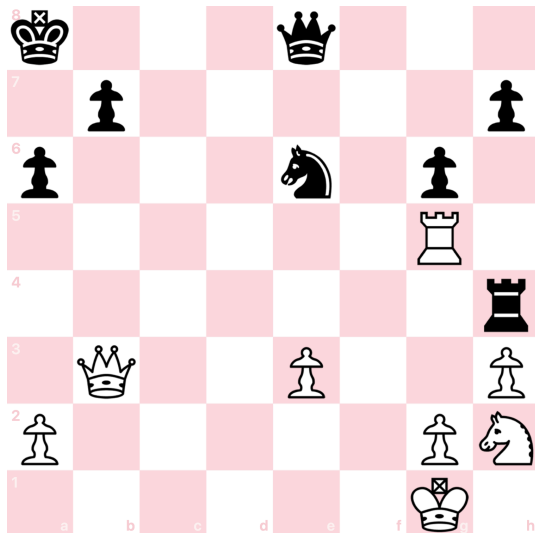
PUZZLE #5



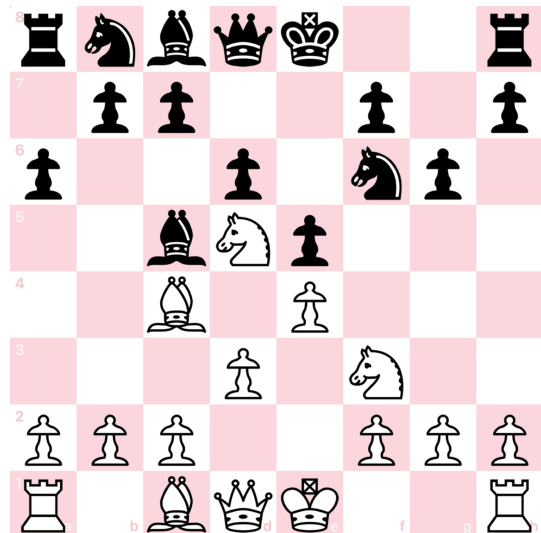
PUZZLE #6



PUZZLE #7



PUZZLE #8



Did you know there are two types of pins?

Absolute Pin - when a piece is pinned to the King it is illegal to move it so it absolutely cannot move.

Relative Pin - when a piece is pinned to a more valuable piece it is legal to move it, but the more valuable piece will be captured!



For extra credit:

Write an A next to the puzzles where you created an ABSOLUTE pin.
Write an R next to the puzzles where you created a RELATIVE pin.