

## Lesson 16: Using Pins

### 1. Attacking a pinned piece



The Black knight on e4 is pinned: it is attacked by the White queen and cannot move or the Black king would be in check. White is not threatening the knight as it is defended by the pawn on d5. To capture with the queen would cost White six points.

White moves the pawn on d2 to d3. Now White is threatening to capture the knight with the pawn. Black still cannot move the pinned knight. The knight is lost and Black only wins a pawn in return. White gains two points.

### 2. Pinning a defender

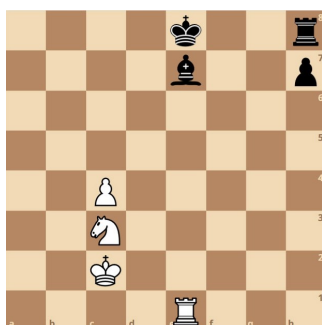
Here it looks as if the pawn on e4 is safely defended by the White knight on c3. However, this knight is being pinned by the Black bishop on b4. The White knight cannot move or the White king would be in check.

Black can safely use the knight on f6 to capture the White pawn on e4. A pinned piece is not an effective defender.



### Puzzle Corner

How can White exploit a pin to gain a material (points) advantage?



### 3. Weakening the king's defences



The Black knight on f6 is pinned by the White bishop on g5: if the knight moves Black's queen is lost. The White knight on d5 has joined the attack.

White now uses their knight on d5 to capture the Black knight on f6. Black is forced to recapture with the pawn on g7. The wall of pawns that was defending the Black king has been breached.

White moves the bishop on g5 to h6. If White can manoeuvre their queen to g7 it'll be a Kiss of Death checkmate!

### Double pin!



In this game White found an amazing move: queen to d2. The Black bishop on c3 is now pinned in two directions. Can you see why

Black cannot capture either the White bishop on b2 or the queen on d2? White won the bishop on c3 and with it the game.

### Grandmaster Test



If the knight on e4 moves, the Black pawn on e7 will be pinned by the White queen on e2. Can you use this hint to find a one-move checkmate for White?

### Grandmaster Test—Lesson 15

**Answer:** White moves the rook to h8. Black must capture the pawn on a7 to prevent it promoting to a queen. White now moves the rook to h7. It's check and the Black king and rook are skewered. Black loses the rook and the game.