

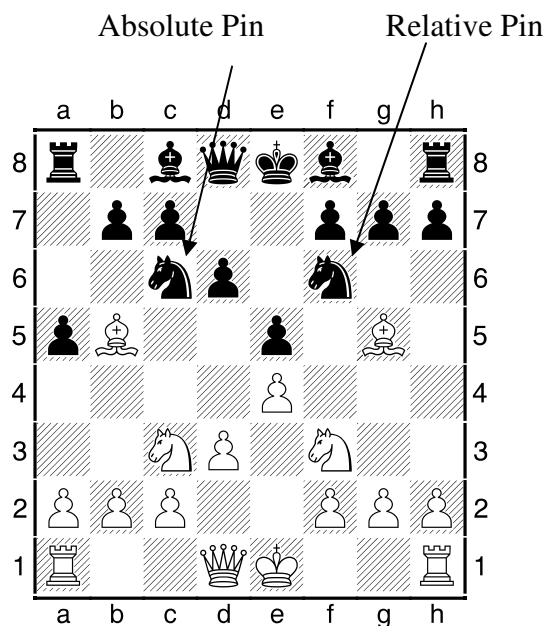
Pin

Pin is the Tactics used in Chess to restrict the movement of opponent's piece. Pin occurs when you attack a piece in such a way that your opponent cannot move that piece with losing a piece of greater value located behind it, Only the long range pieces i.e. Bishop, Rook and Queen have the ability to pin your opponent's pieces. Now any piece can be pinned or we can say any of the pieces can come under a pin except King as whenever any piece attacks the King it is considered as Check and in such situation Check should be removed first.

There are two types of Pin -

1. Absolute Pin

2. Relative Pin

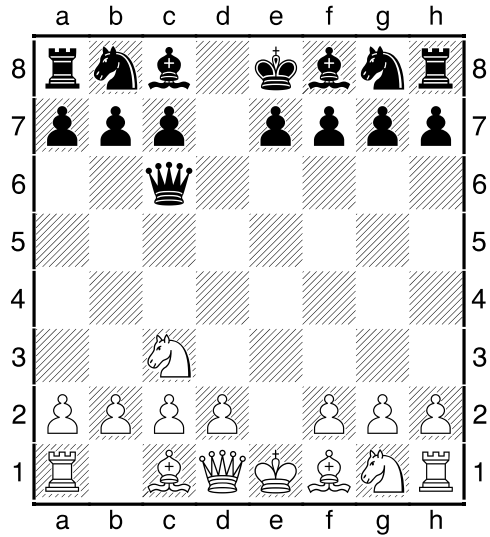


In the figure above we can see examples of both kind of Pins.

The Knight on c6 cannot be moved because the Piece behind the Knight is King and it is illegal to put a King under a Check. Thus the Knight on c6(Nc6) is Pinned by Bishop on b5(Bb5). This type of Pin is called as **Absolute Pin**.

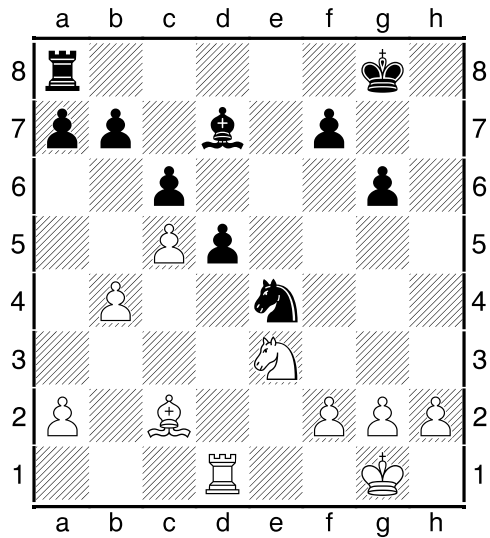
The Knight on f6(Nf6) is pinned by Bishop on g5(Bg5). In this case the Nf6 can be moved but this will allow White's Bishop to capture a piece of greater value i.e. Queen in the given Position, that means in this position Black should avoid moving his Knight(Nf6) till the moment it is Pinned. This type of Pin is called as **Relative Pin**.

Let's see few examples on Pin,



White to play

1.Bb5 Qxb5 [1...Bd7 2.Bxc6 Nxc6] 2.Nxb5 +- White is in a winning position.



White to play

1.Bxe4 dxe4 2.Rxd7 +- White is in a winning position.