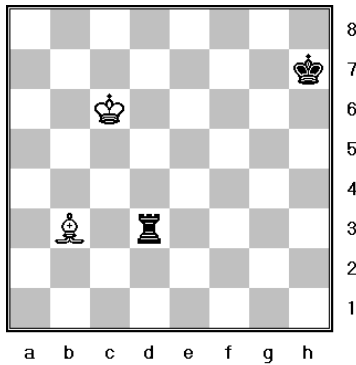


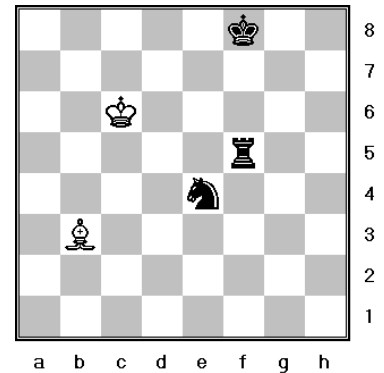
Pins

A pin is an attack on a piece that cannot or should not move because the piece behind it is of greater value. If the greater piece is the king, it would be illegal to move the pinned (attacked) piece because it would put the king in check. Only bishops, rooks and queens can be used to pin.

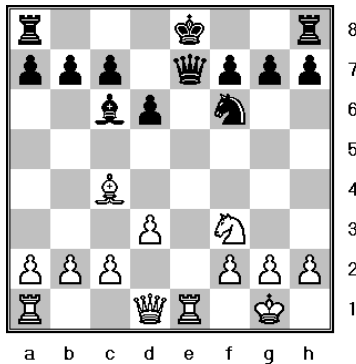
There are two types of pins. The first one is called a permanent pin. In this example after White moves their bishop to c2 the rook is permanently pinned to the king, because if it moved the king would be in check.



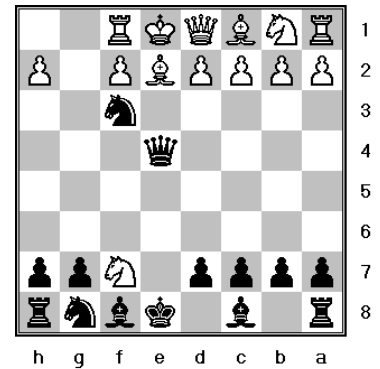
The second type is called a temporary pin. After White moves their bishop to c2 Black's knight is pinned to their rook. Black can move their knight, but would end up losing their rook.



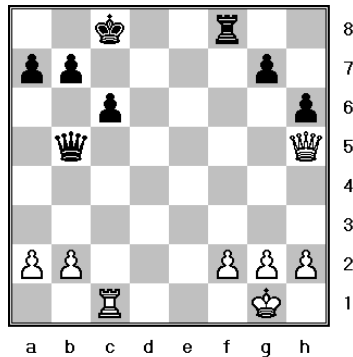
White's rook on e1 pins the Black queen to the king. The Black queen cannot move out of the way because the king would be in check. The queen is lost! This is a permanent pin.



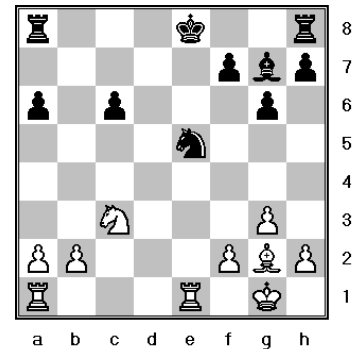
The White king is checkmated by the knight on f3 because the bishop is pinned to the king by the queen. This is another permanent pin.



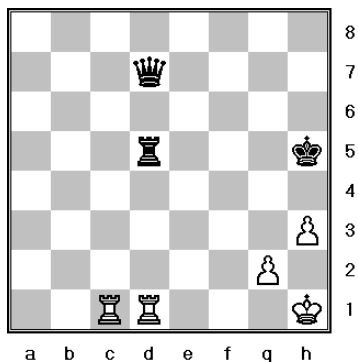
When White's queen captures the Black queen, Black cannot capture White's queen with the pawn because the pawn is pinned by the rook!



White's bishop will capture Black's pawn on c6 creating a fork on the king and the rook. Black cannot capture the bishop with the knight because it is pinned to the king.



Black's rook is pinned to the queen by White's d rook. When White moves their c rook to c5 they create another pin, this time to the king. Black will move their queen and lose their rook.



White has pinned Black's knight to their rook. By moving their bishop to f4, White will win a piece after it captures Black's knight... Rook captures knight, rook captures rook and bishop captures rook!

