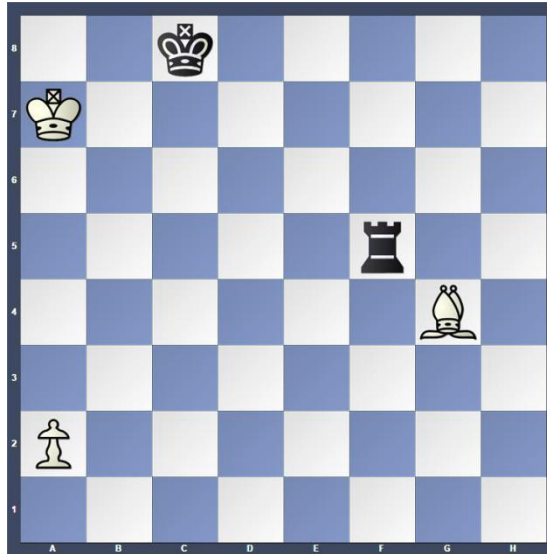




Basic tactics—Pin

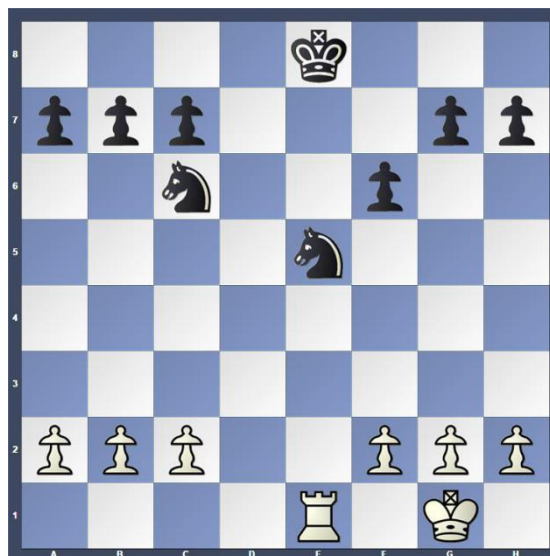
In chess, a **pin** is a situation brought on by an attacking piece in which a defending piece cannot move without exposing a more valuable defending piece on its other side to capture by the attacking piece.

Example:



This is the case of absolute pin. Black's rook cannot move, and it would be captured by white's bishop. White is winning.

Exercise:



Try to find out, what is the next move should white make?