

Absolute and relative pins, and how to exploit each.

Absolute pin

- The king is behind the pinned piece
- The pinned piece cannot legally move
- Attack it with pawns and minor pieces
- It defends nothing effectively

Relative pin

- A more valuable piece is behind it
- The piece CAN move, at a cost
- Sometimes moving it is worth it
- Watch for the counter-tactic

THE DIFFERENCE THAT MATTERS

A pinned piece is not a defender. Anything it appears to protect is effectively undefended.

To break a pin: move the piece behind, block between them, capture the pinner, or attack the pinner to gain a tempo.