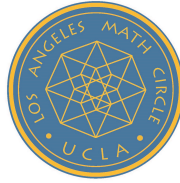


Robert Shlyakhtenko



**LAMC Chess Week 4  
7/9/19**

**Basic Tactics: Pins (cont.) and Skewers**

In today's lecture, we will continue to study pins and how to use them, and will introduce one more related tactic -- the skewer.

**I. Pins Continued**

Oftentimes, simply creating a pin is not enough to win substantial material. The opponent can usually successfully defend the pinned piece, and capturing it would simply result in an equal trade. In such cases, it is necessary to **attack the pinned piece again** and again, until the opponent runs out of defenders. Note that this is especially powerful a pin: the threatened piece cannot move away without losing a piece of greater value.

For instance, consider the example below:

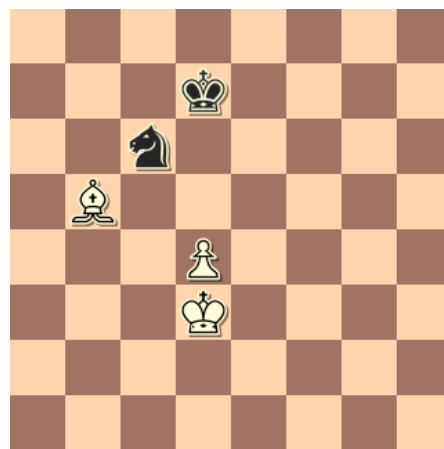


Diagram 1

The black knight is pinned. Immediately capturing it with  $1.Bxc6+$  would give white no great dividends after the simple recapture  $1...Kxc6$ . Instead, white should attack the pinned piece again with  $1.d5!$ , after which black loses the knight and the game.



Diagram 2

Once again, the black knight is pinned to the rook. Immediately capturing would lose a rook for a knight, so white should instead put more pressure on the pinned piece --  $1.f3!$  and white wins the knight.

## II. The Skewer

In a pin, the “piece behind” is of greater value than the pinned piece. In a skewer, it is the opposite: the piece behind is of *lesser or equal value* to the skewered piece, as shown in Diagram 3.

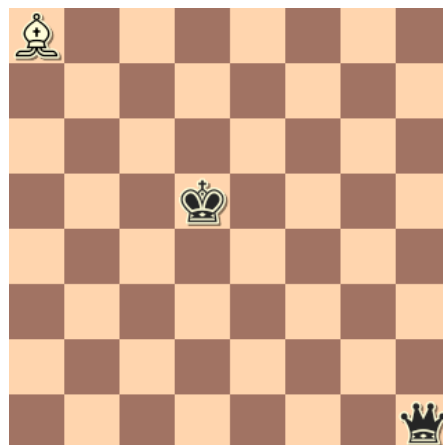


Diagram 3

In this case the skewered piece (the black king) *wants* to move away, but doing so would result in the loss of the queen.

Find the skewer in the next example:

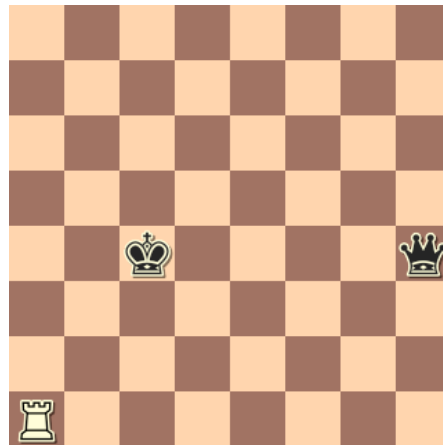


Diagram 4

**Solution:** White plays 1. Ra4+!, skewering black's king. After 1...K-any 2. Rxh4, white has won an entire queen!