



# Chess worksheet: Pins

12 puzzles · Levels 2, 3, 4, 5 · answers and explanations at the end

Name \_\_\_\_\_

Date \_\_\_\_\_



More practice in the Karotto app, with a voice guide and hints. Scan the code or visit [playkarotto.com](https://playkarotto.com)

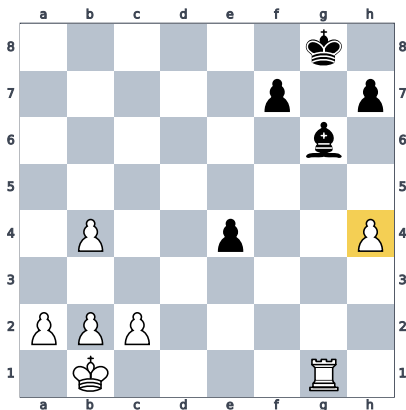
**Write the move (for example ♔f3 or Nf3) or draw an arrow on the board. The board always faces the side to move.**

Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

## Level 2

1

White to move

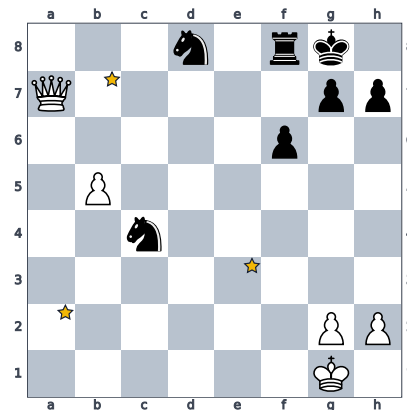


The pinned black piece can't move. The glowing pawn steps up to threaten it, then you take it!

Move: \_\_\_\_\_

2

White to move



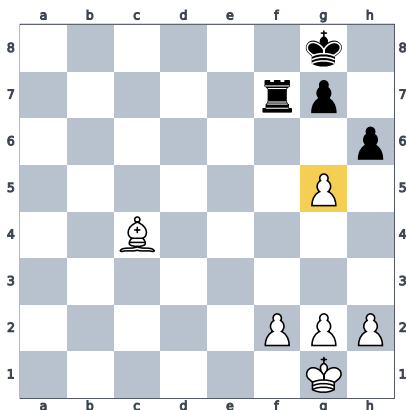
There are three stars. On which star does your piece PIN a black piece? Pin it, then take it!

Move: \_\_\_\_\_

## Level 3

3

White to move

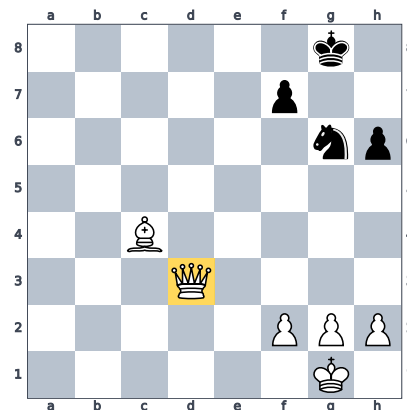


The black rook is pinned to the king by the bishop. How should the glowing pawn move to win the rook?

Move: \_\_\_\_\_

4

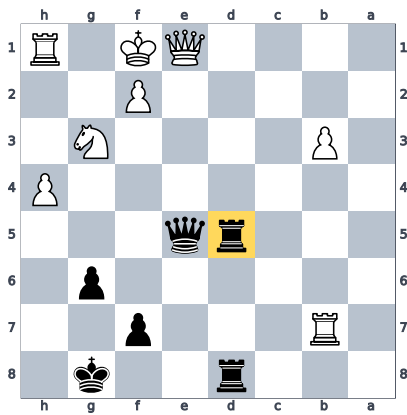
White to move



The black pawn is pinned to the king. Which black piece can the glowing queen take without being taken back?

Move: \_\_\_\_\_

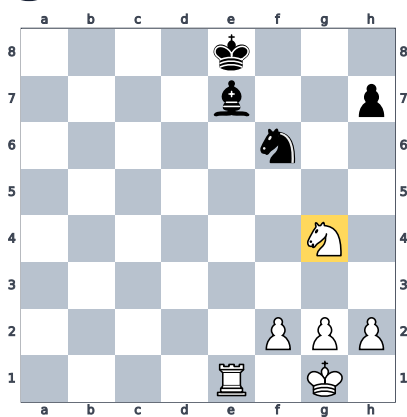
### 5 Black to move



The glowing piece starts the pin. Your move!

Move: \_\_\_\_\_

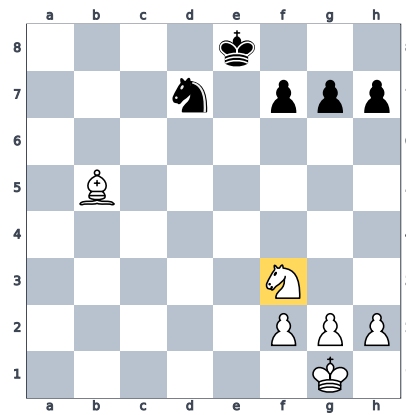
### 7 White to move



The black bishop is pinned to the king by the rook. Which piece can the glowing knight take safely?

Move: \_\_\_\_\_

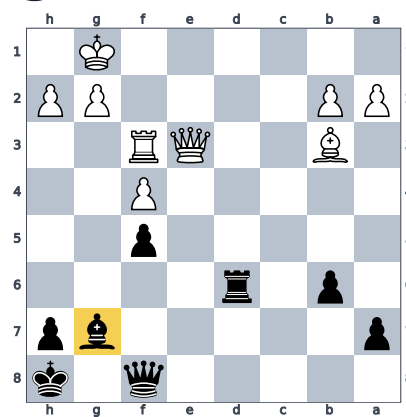
### 6 White to move



The black knight is pinned and only the king guards it. Where should the glowing white knight jump to attack the black knight one more time?

Move: \_\_\_\_\_

### 8 Black to move

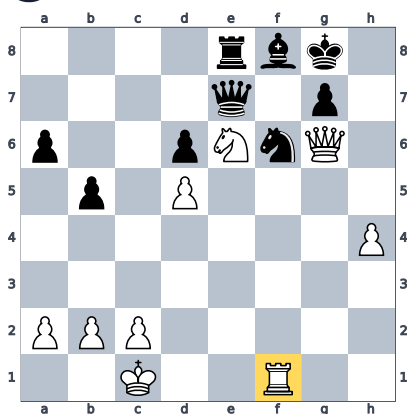


The glowing piece attacks the pinned piece. Keep going until you win a piece!

Move: \_\_\_\_\_

## Level 4

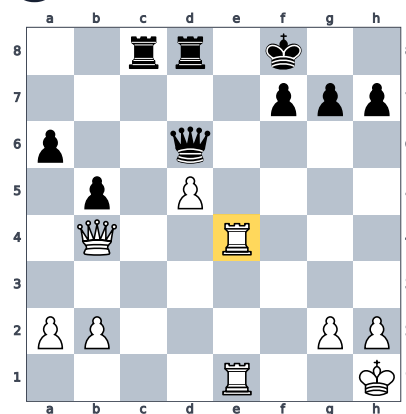
### 9 White to move



The glowing piece is the rook. Take the knight to pull the black queen away from its guarding spot!

Move: \_\_\_\_\_

### 10 White to move

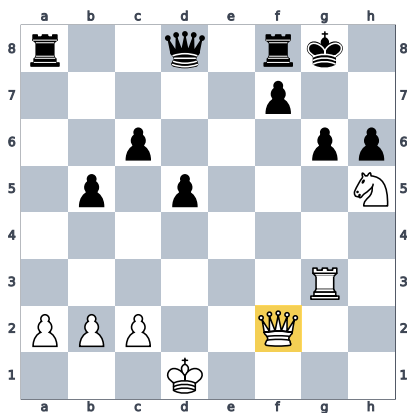


The glowing piece is the rook. Sacrifice the rook with check to pull the black rook off the d-file!

Move: \_\_\_\_\_

## Level 5

### 11 White to move

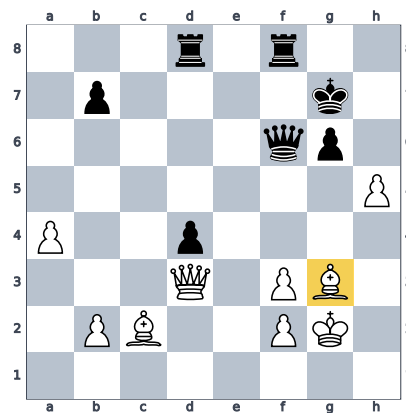


There are three moves. Choose the strongest attacking move!

- ☐ A ♔xf7+   
 ☐ B ♔d4   
 ☐ C ♖xg6+

Circle: A B C

### 12 White to move



The glowing bishop will pin a big piece. Go!

Move: \_\_\_\_\_

## Answers and explanations: Pins

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### 1. 1.h5 e3 2.hxg6 · Level 2

Why: The black bishop is pinned and can't move, so you can take it.

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### 2. 1.♖a2 ♠b7 2.♖xc4+ · Level 2

Why: The pinned black knight can't move, so you can take it.

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### 3. g6 · Level 3

Why: The rook is pinned, so it's stuck, and the pawn takes it.

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### 4. ♖xg6+ · Level 3

Why: The pinned pawn can't take back the queen.

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### 5. 1...♖d1 2.♖xd1 ♖xd1+ · Level 3

Why: You pinned a piece and then attacked it again.

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### 6. ♠e5 · Level 3

Why: Two white pieces attack and only one black piece guards. The black knight will be lost.

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### 7. ♠xf6+ · Level 3

Why: The bishop is pinned, so it can't take back the knight.

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### 8. 1...♠d4 2.♖xd4+ ♖xd4 · Level 3

Why: You pinned a piece and then attacked it again.

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### 9. 1.♖xf6 ♖xf6 2.♖xe8 · Level 4

Why: The rook takes the knight on f6, the black queen takes back and leaves the e-file. The white queen takes the rook on e8, and the bishop on f8 is pinned to the king.

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### 10. 1.♖e8+ ♖xe8 2.♖xd6+ · Level 4

Why: The rook checks on e8, the black rook takes and leaves the d-file. The black queen loses its guard: the white queen takes the queen with check.

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### 11. B (♖d4) · 1.♖d4 f6 2.♖xg6+ · Level 5

Why: The queen goes to d4 and threatens checkmate on g7. The f-pawn must move up to block, so now the pawn on g6 is open and the rook takes on g6 with check.

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### 12. 1.♠e5 ♠h6 2.♠xf6 · Level 5

Why: The bishop goes to e5 and pins the black queen to the king. When the king moves away, the bishop takes the queen.

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