Instructions:

For practice on today’s topic, we will have two sets of eight positions each, as well as some conceptual questions.

For both sets:

- Pay attention to whether it is white to move or black to move.
- Don’t send a solution after each problem. Try to send solutions a few problems at a time.
- Feel free to ask questions in the chat.

For Set A:

In your solutions, do the following:

- Find the best move in each position. For this set, you only have to write one move.
- Describe whether the tactic is an absolute pin, relative pin, absolute skewer, or relative skewer.

After about 16 minutes, I will discuss the problems in Set A.

For Set B:

- The problems in Set B have similar themes to the ones in Set A, but are slightly more difficult.
- Try to find the best move or sequence of moves in the position. For this set, typing a 2-3 move variation is usually enough.

After about 24 minutes, I will discuss the problems in Set B.

For the Conceptual Questions:

- Try to answer each question with a complete sentence. Imagine you were explaining the question to a friend who knew how to play chess, but did not know anything about forks, pins, or skewers.
- You can self-check your answers on the last page.

If there is time, I will go over the Conceptual Questions in class. If not, finish them at home as part of your homework.

Good luck!
Conceptual Questions (Forks Pins, and Skewers):

Instructions: Try to answer all of these questions, and then use the key on the next page to check your answers.

Q1. What are the differences between an absolute pin and a relative pin?

Q2. True or False: Most of the time, you only have one chance to make use of a fork.

Q3: True or False: Most of the time, you only have one chance to make use of a pin.

Q4: Imagine you are pinning a piece, but the piece is well-defended. What should you try to do?

Q5: True or False: Any kind of piece (including pawns) can create a fork.

Q6: True or False: Any kind of piece (including pawns) can create a pin.

Q7: If you answered “False” to the previous question, then explain which pieces cannot create pins.

Q8: What are the differences between a pin and a skewer?

Q9: What are differences between an absolute skewer and a relative skewer?
Key:

Q1. What are the differences between an absolute pin and a relative pin?

An absolute pin occurs when the “piece behind” is the king. The pinned piece cannot move even if it wants to.

In a relative pin, the “piece behind” is any piece of greater value than the pinned piece except for the king. The pinned piece can move, but doing so would lose more material than staying put.

Q2. True or False: Most of the time, you only have one chance to make use of a fork.

True. Forks are a temporary tactic. Usually, the opponent only needs one move to stop your threat.

Q3: True or False: Most of the time, you only have one chance to make use of a pin.

False. Pins can remain in place for several moves.

Q4: Imagine you are pinning a piece, but the piece is well-defended. What should you try to do?

Attack the pinned piece again.

Q5: True or False: Any kind of piece (including pawns) can create a fork.

True. See the Part A of the Fork Handout for examples.

Q6: True or False: Any kind of piece (including pawns) can create a pin.

False.

Q7: If you answered “False” to the previous question, then explain which pieces cannot create pins.

Kings, knights, and pawns cannot create pins.

Q8: What are the differences between a pin and a skewer?

In a pin, the “piece behind” is of greater value than the pinned piece. If it moves, it loses more material than by staying put. It doesn’t want to move.

In a skewer, the “piece behind” is of lesser or equal value than the skewered piece. If it moves, it loses less material than by staying put. It wants to move.

Q9: What are differences between an absolute skewer and a relative skewer?

In an absolute skewer, the skewered piece is the king. It has to move in order to get out of check.

In a relative skewer, the skewered piece can be any piece other than the king that has a value greater than or equal to that of the “piece behind.”. The skewered piece doesn’t have to move, but staying put would lose more material than moving away.