

ORMC  
Intermediate/Advanced Chess Training  
Spring 2022  
Robert Shlyakhtenko

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.

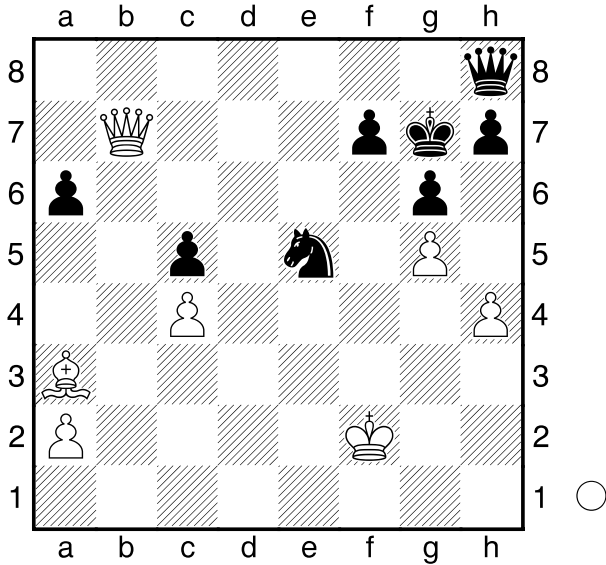
Good luck!

□ Pin

■ A1

White to Move

26.01.2022

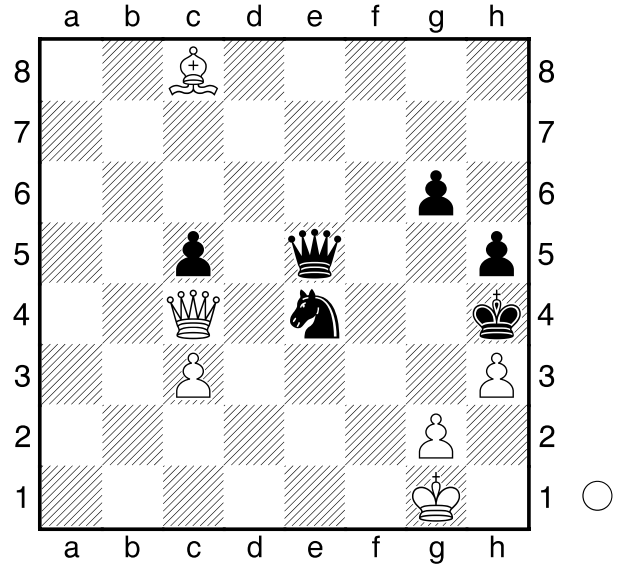


□ Pin

■ A3

White to Move

26.01.2022

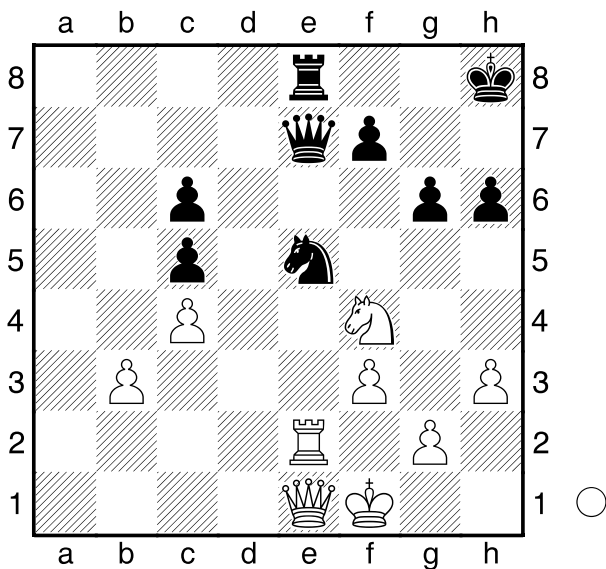


□ Pin

■ A2

White to Move

26.01.2022

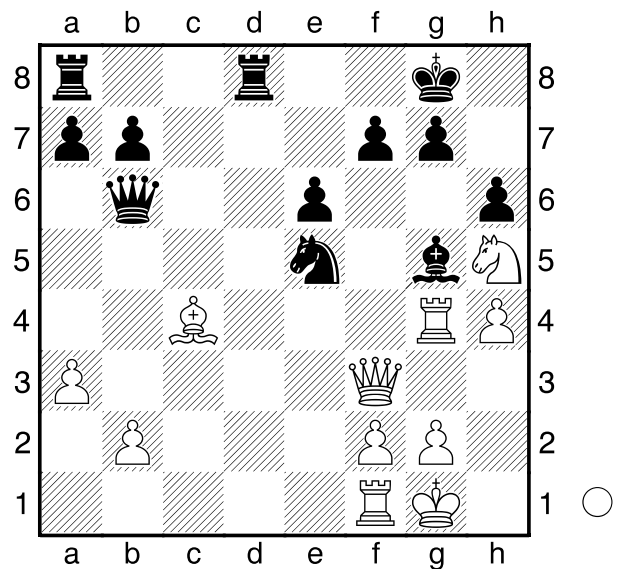


□ Pin

■ A4

White to Move

26.01.2022

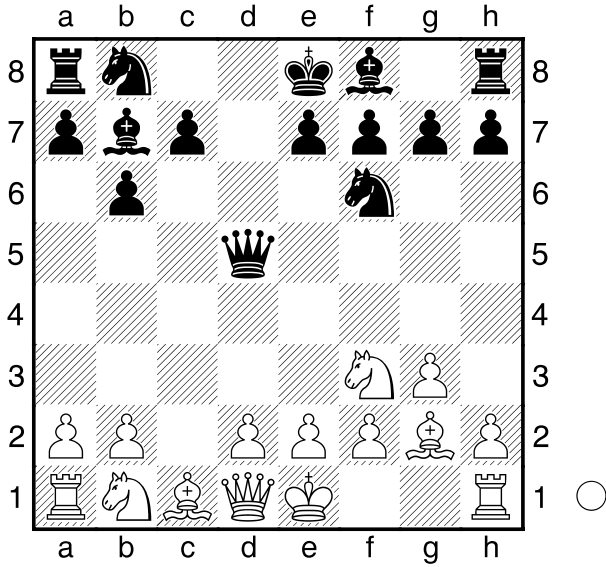


□ Skewer

■ A5

White to Move

26.01.2022

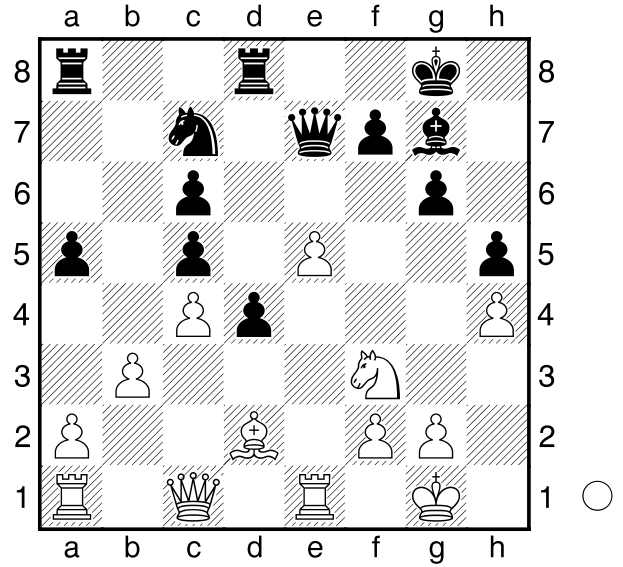


□ Skewer

■ A7

White to Move

26.01.2022

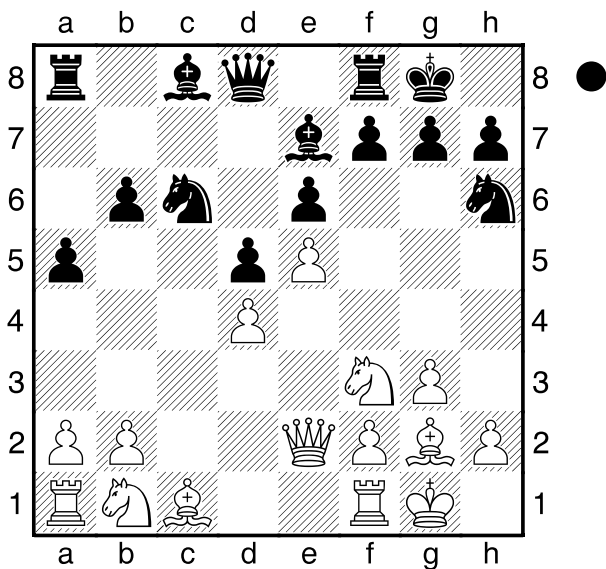


□ Skewer

■ A6

Black to Move

26.01.2022

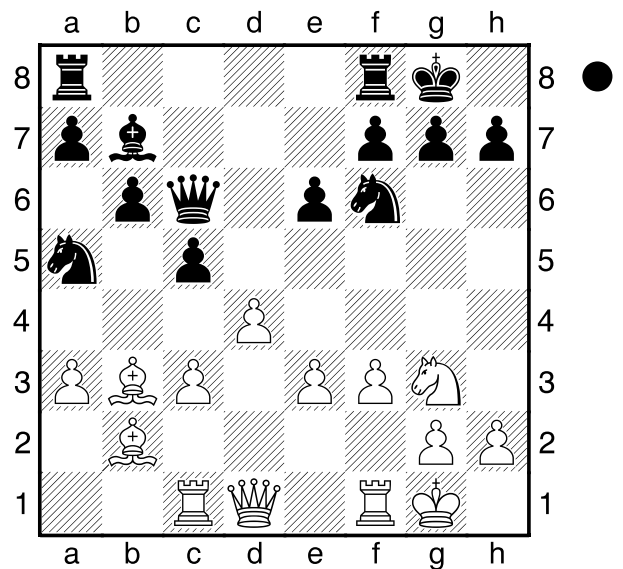


□ Skewer

■ A8

Black to Move

26.01.2022



□ Pin+Skewer

■ B1

Black to Move

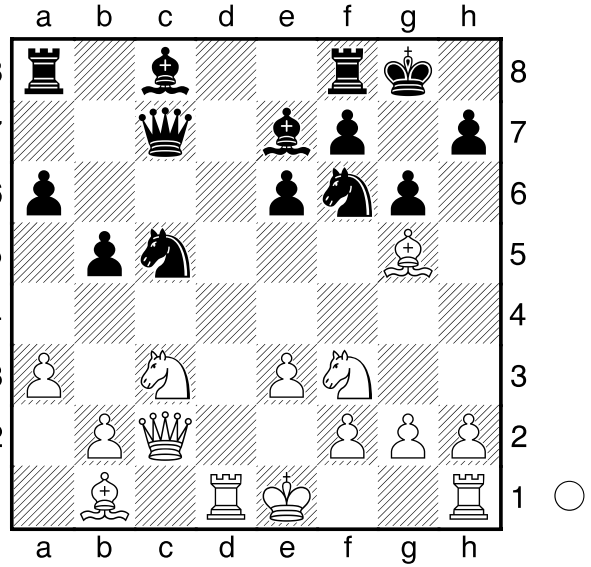
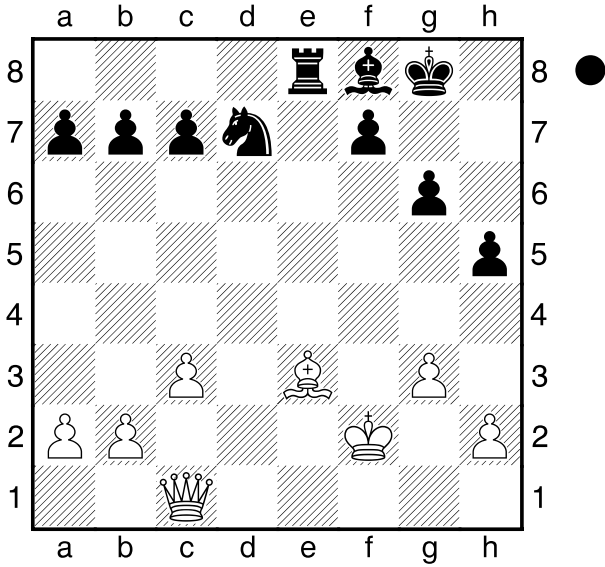
26.01.2022

□ Pin

■ B3

White to Move

26.01.2022



□ Pin

■ B2

White to Move

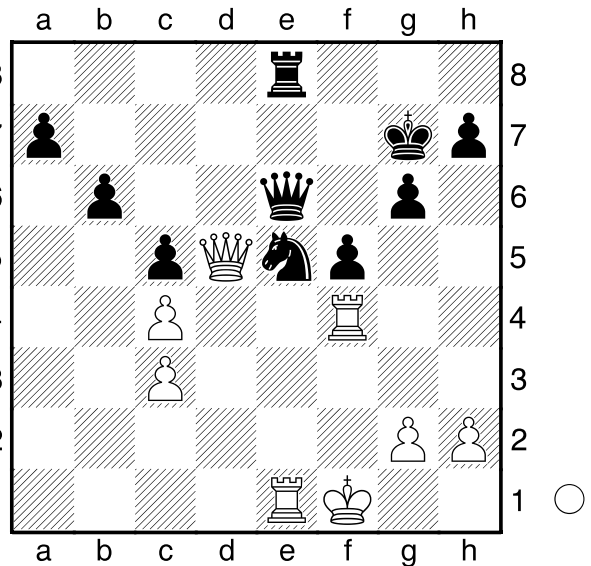
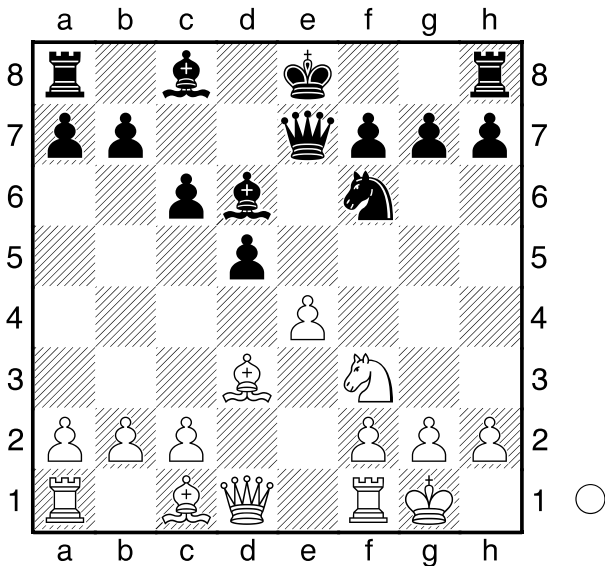
26.01.2022

□ Pin

■ B4

White to Move

26.01.2022

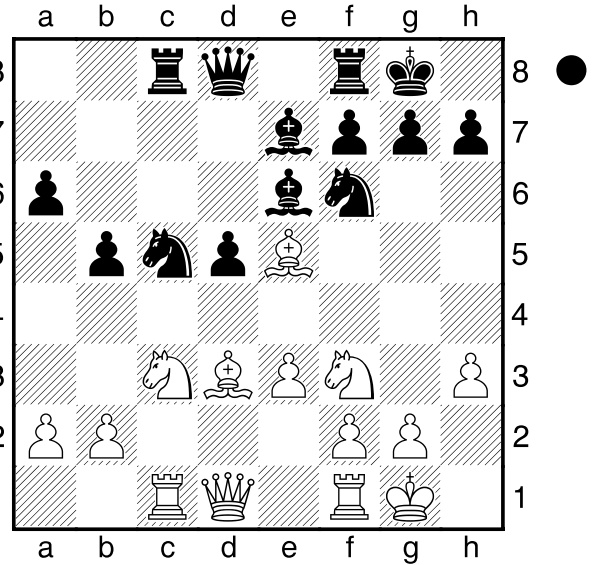
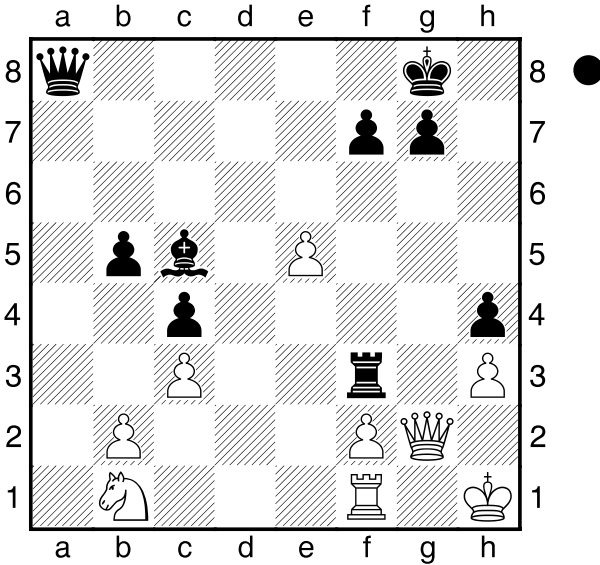


□ Pin  
 ■ B5  
 Black to Move

26.01.2022

□ Skewer  
 ■ B7  
 Black to Move

26.01.2022

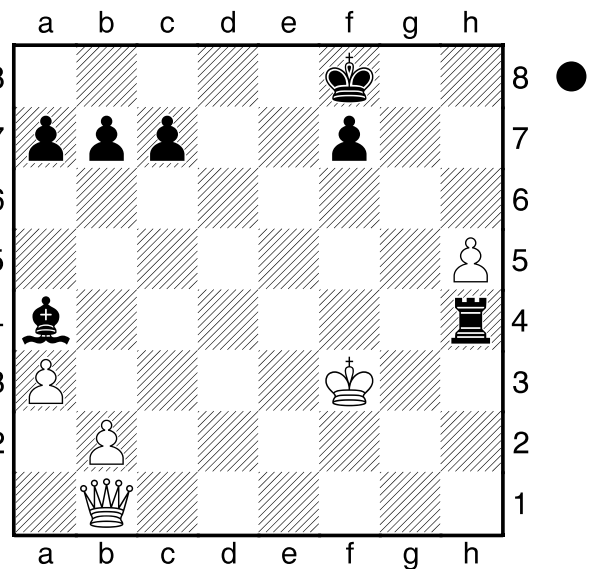
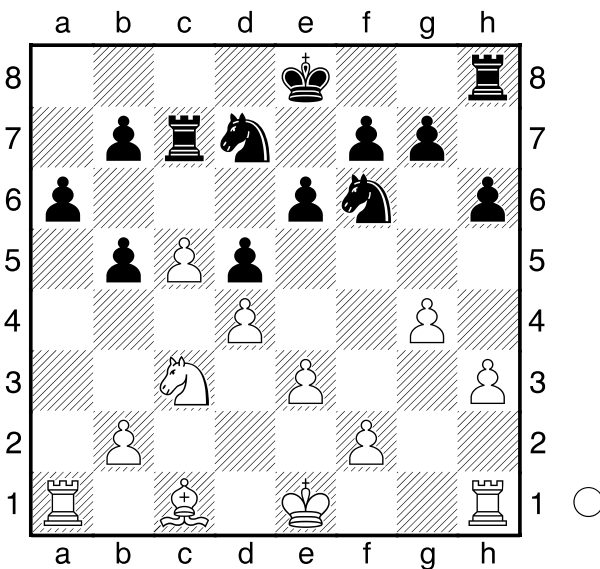


□ Skewer  
 ■ B6  
 White to Move

26.01.2022

□ Skewer  
 ■ B8  
 Black to Move

26.01.2022



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.**