

ADVANCED BEGINNER LEVEL

13. Distracting the defender (Difficulty level: Easy)

Distracting the defender is a position, where we force a piece to leave the square, rank or a file in which he was performing a defensive role. After forcing the piece to move we can take the advantage of the weakness created by the absence of the defender.

The following example will give a better explanation.

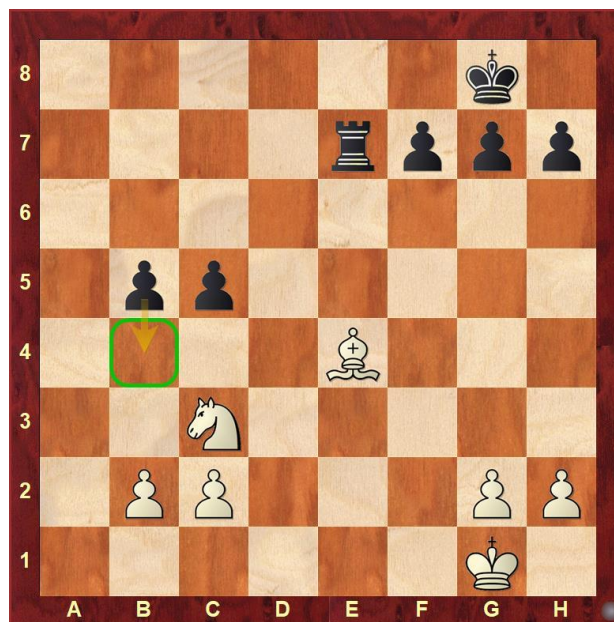


Diagram 13.1

In this diagram 13.1, Black's rook attacks the white bishop on e4, but the bishop is defended by the white knight on c3. Exchanging the rook for the bishop would be a bad trade but black can win a piece by distracting the defender. Therefore, 1...b4 2. Na4 Rxe4. Since the defending knight has been distracted and black can capture safely.

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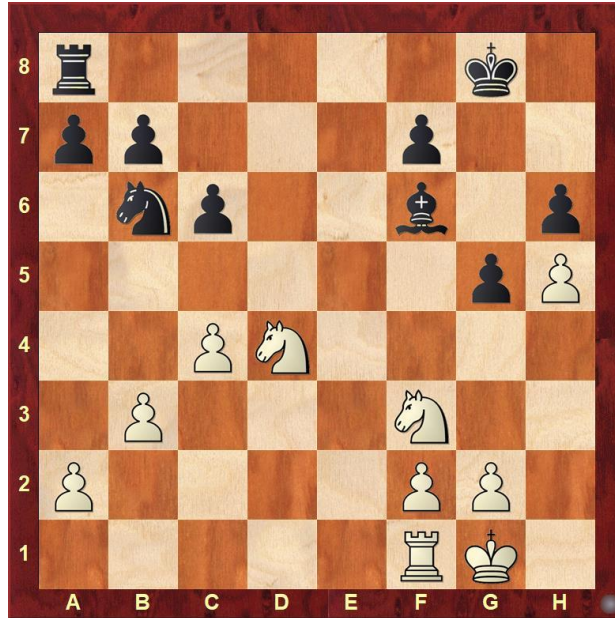


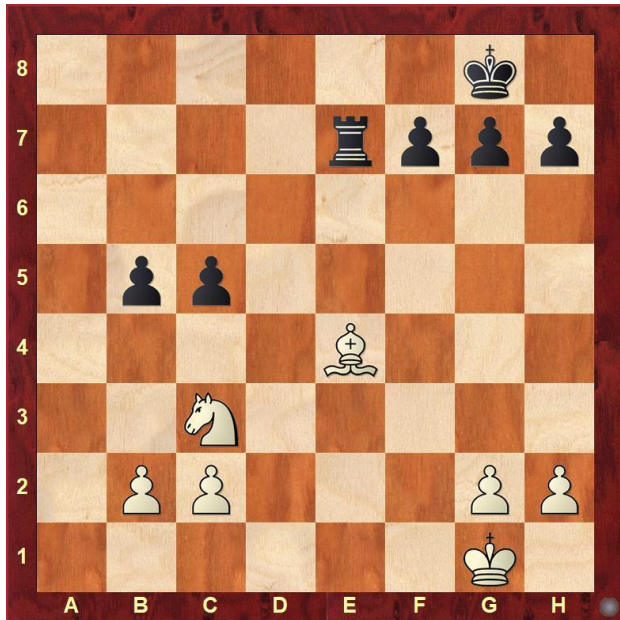
Diagram 13.2

In this diagram 13.2, Black's bishop attacks the white knight on d4, but the knight is defended by the white knight on f3. Exchanging the knight for the bishop would be an equal trade but black can win a piece by distracting the defender. Therefore, 1...g4 2. Nh2 Bxd4 Since the defending knight has been distracted and black can capture safely.

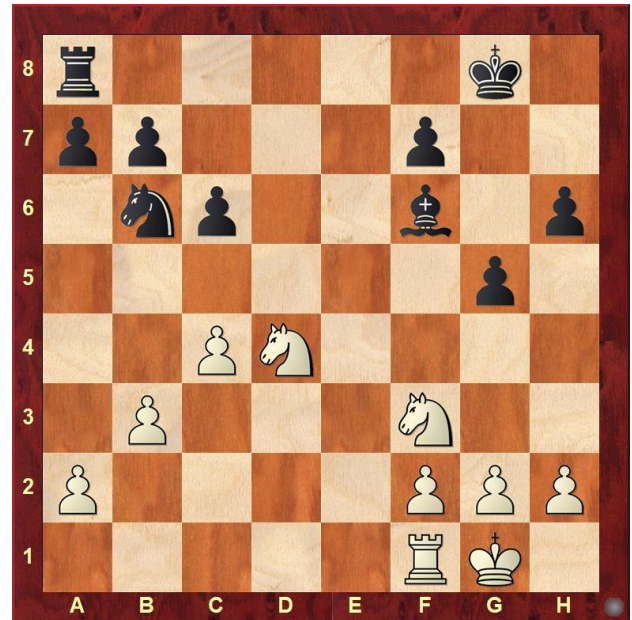
ADVANCED BEGINNER LEVEL

13. Distracting the defender (Difficulty level: Easy) - Homework

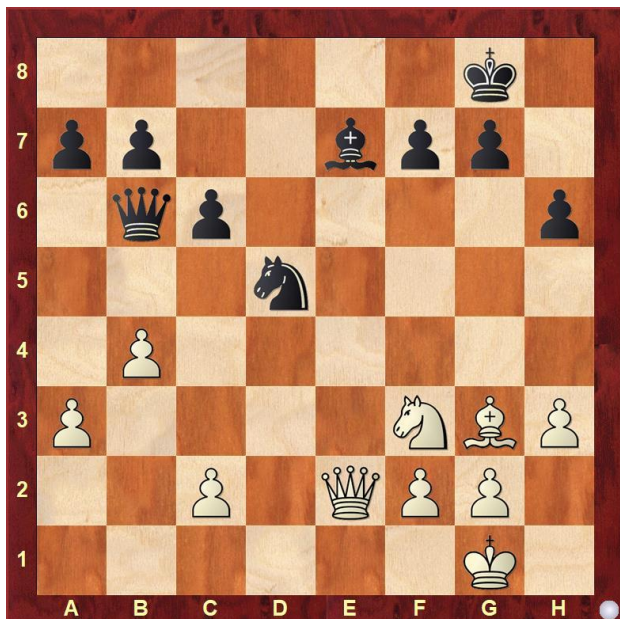
1. Black to play and distract the defender



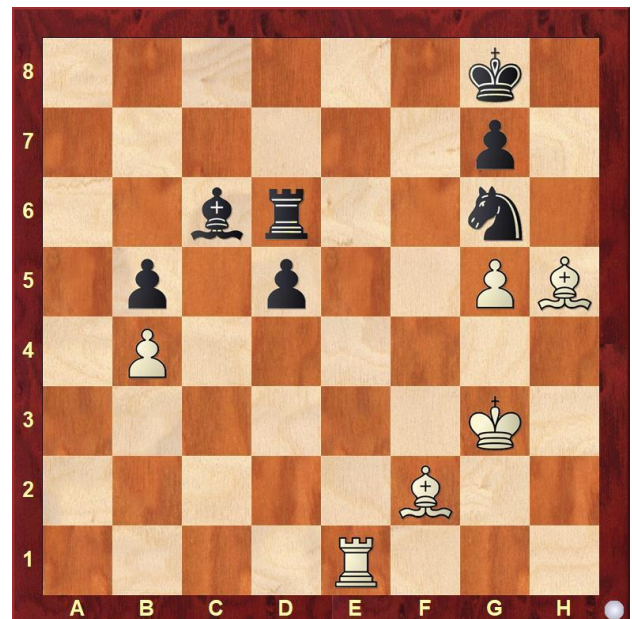
2. Black to play and distract the defender



3. White to play and distract the defender



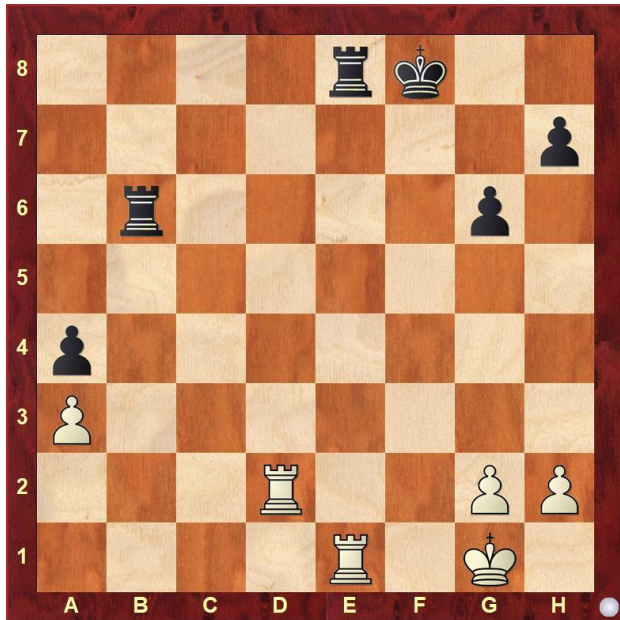
4. White to play and distract the defender



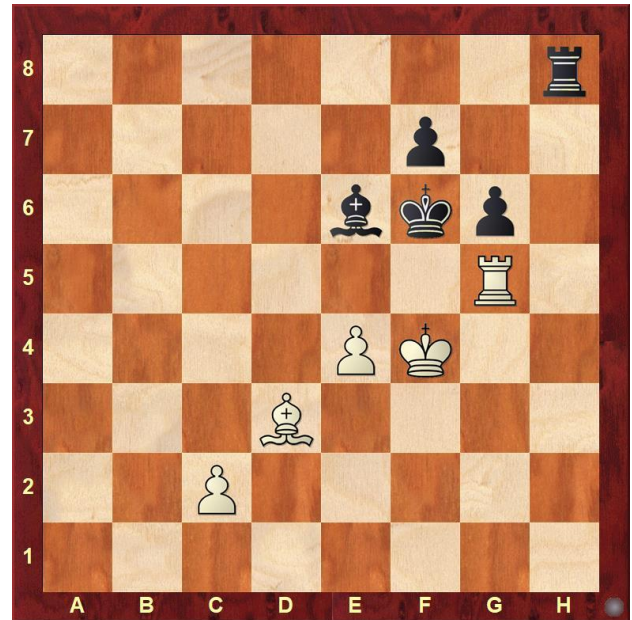
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13. Distracting the defender (Difficulty level: Easy) - Homework

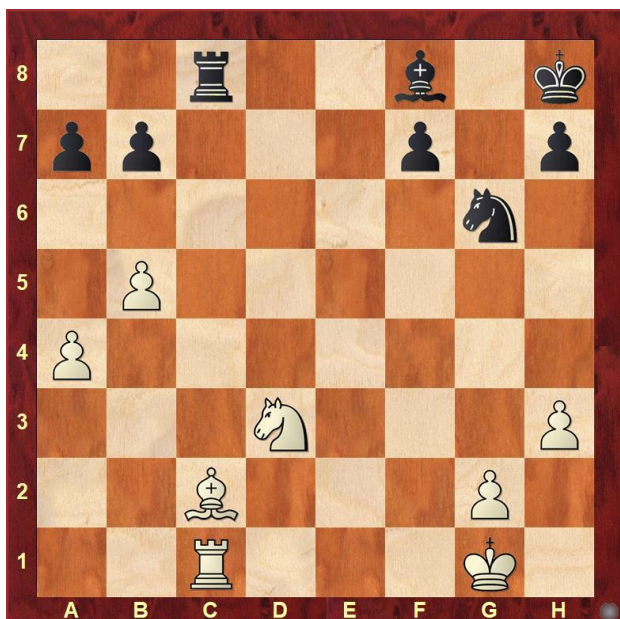
5. White to play and distract the defender



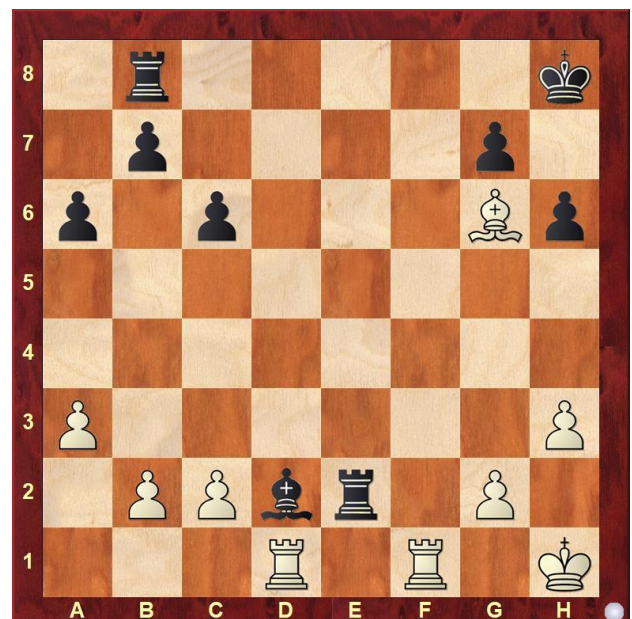
6. Black to play and distract the defender



7. Black to play and distract the defender



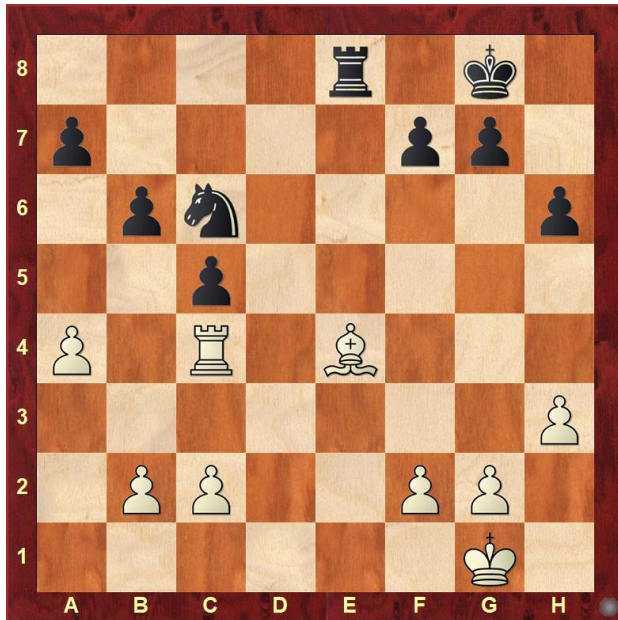
8. White to play and distract the defender



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9. Black to play and distract the defender



10. Black to play and distract the defender

