

INTERMEDIATE LEVEL

13. Deflection (Difficulty level: Normal)

The idea of deflection is to force a piece away from the defence of another piece or a key square.

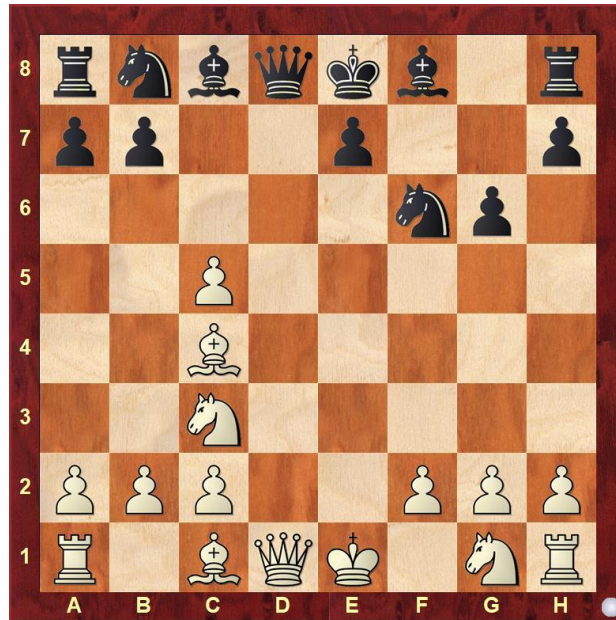


Diagram 13.1

In the diagram 13.1, the white queen at d1 can easily capture the black queen at d8 but the king at e8 is defending the queen. Therefore, white can use Deflection and play Bf7+ forcing the king to play Kxf7. Since, the defender king has been deflected, white can gain the material advantage by playing Qxd8.

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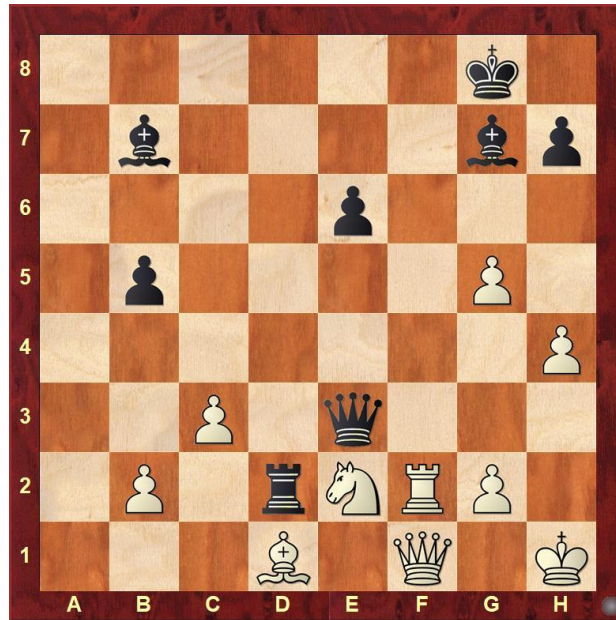


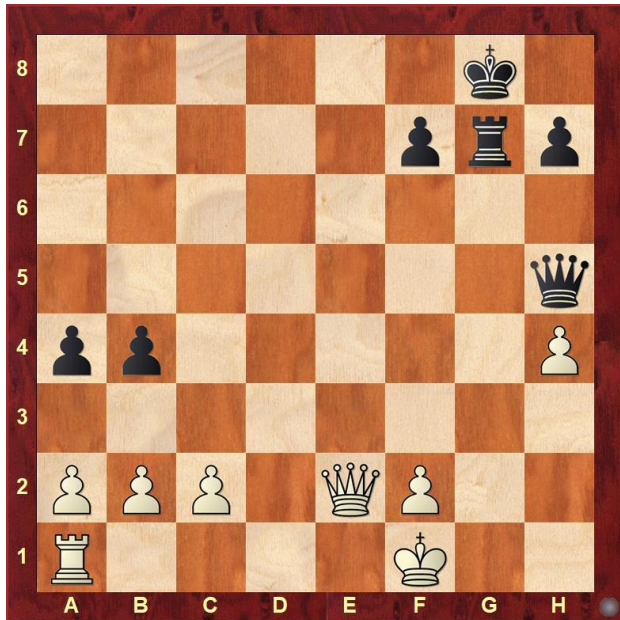
Diagram 13.2

In the diagram 13.2, the black Queen at e3 can easily capture the white rook at f2 but the queen at f1 is defending the rook. Therefore, black can use Deflection and play Rxd1, forcing the white to play Qxd1 (since it was performing a pin). Since, the defender queen has been deflected white can easily gain the material advantage by playing Qxf2.

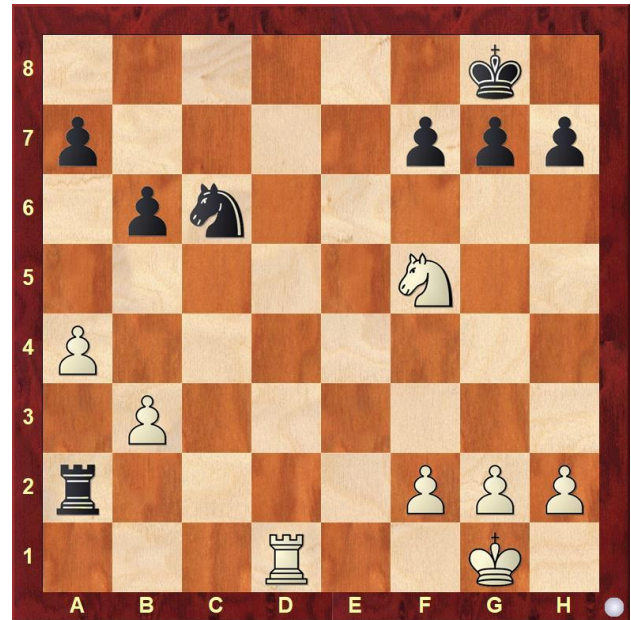
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13. Deflection (Difficulty level: Normal) - Homework

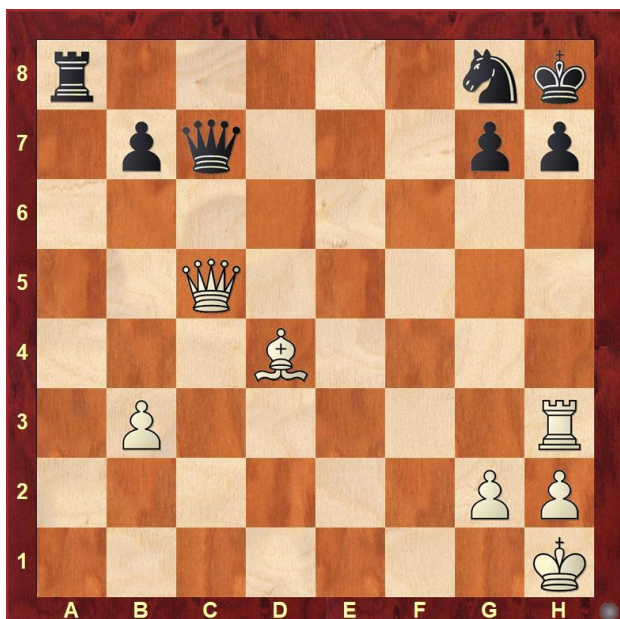
1. Black to play and win using deflection



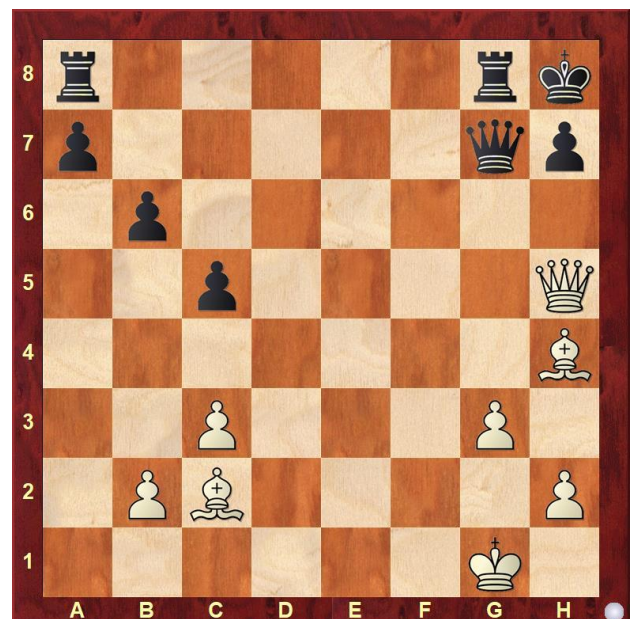
2. White to play and win using deflection



3. Black to play and win using deflection



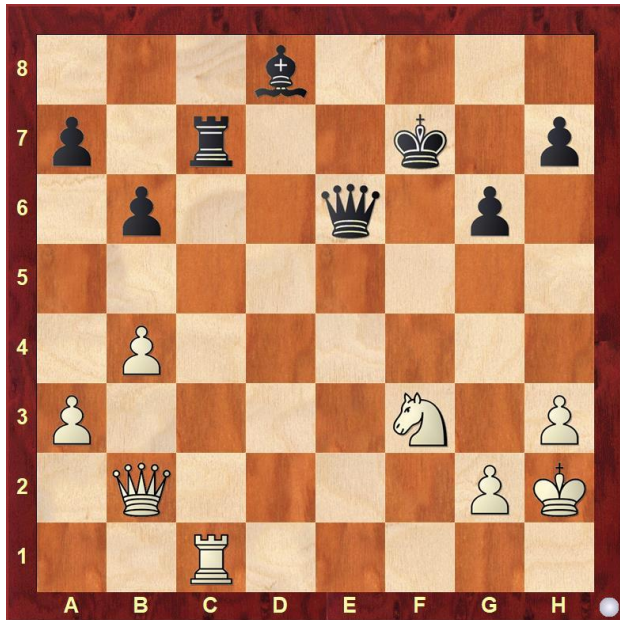
4. White to play and win using deflection



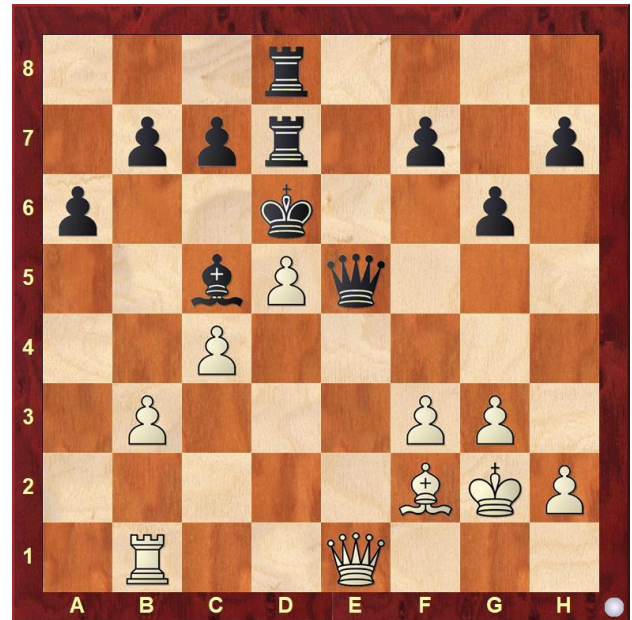
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13. Deflection (Difficulty level: Normal) - Homework

5. White to play and win using deflection



6. White to play and win using deflection



7. Black to play and win using deflection



8. White to play and win using deflection



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9. White to play and win using deflection



10. Black to play and win using deflection

