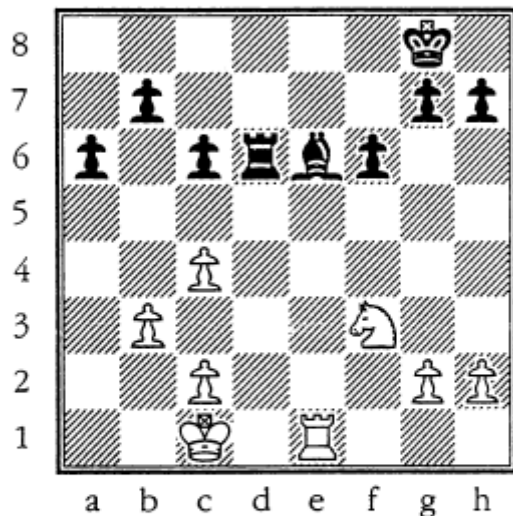


DEFLECTION:

This time, instead of taking the guard, you are going to chase the guard away. You have an attack on an enemy piece, but the piece is guarded. If you can chase the guard away, you can get the defenseless piece.



Deflection

In this diagram, White is attacking the Bishop on e6, but it is guarded by the Rook on d6. White plays 1. c5! *deflecting* the Rook.

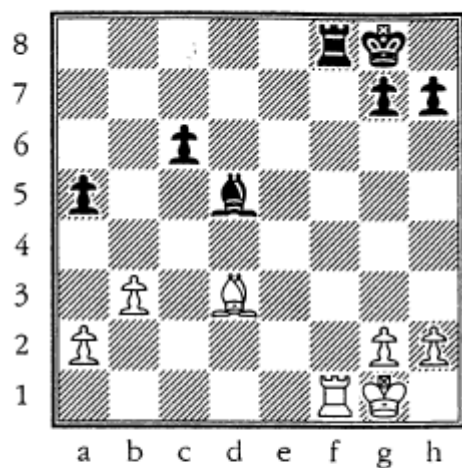
When the Black Rook moves away, the White Rook takes the Bishop.

In a deflection, you chase the guard away or force it to go somewhere else.

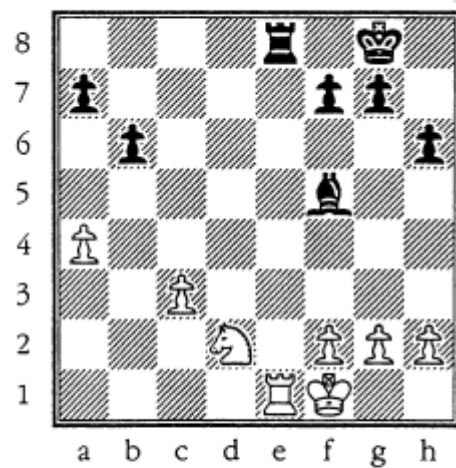
What to Do

1. Find a piece that is guarding something you want to capture.
2. Force the guard to move.
3. Take the piece it was guarding.

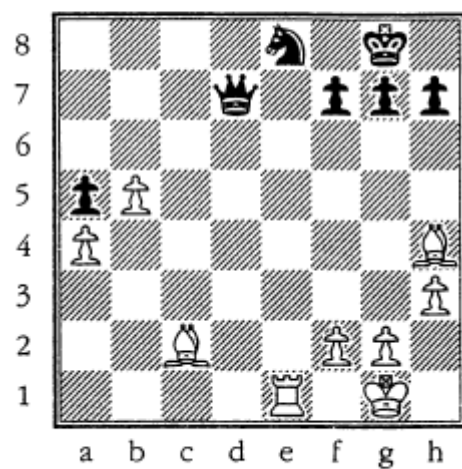
Deflection



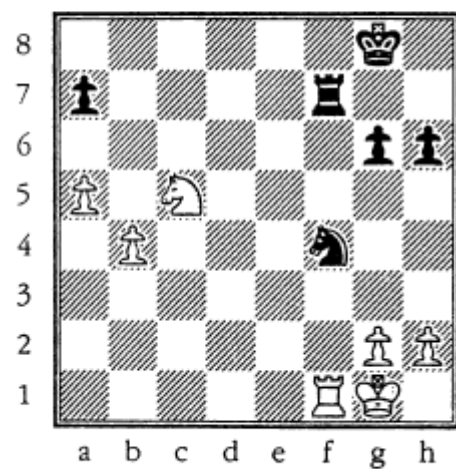
1. White to Move



2. Black to Move

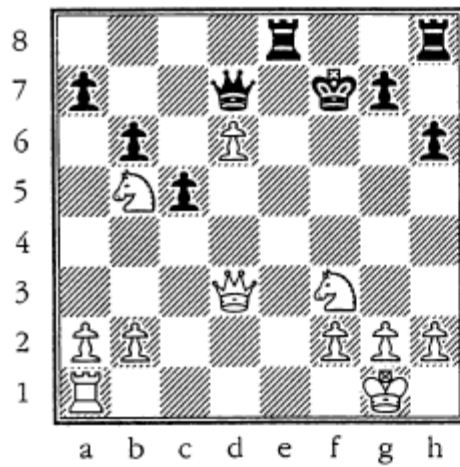


3. White to Move

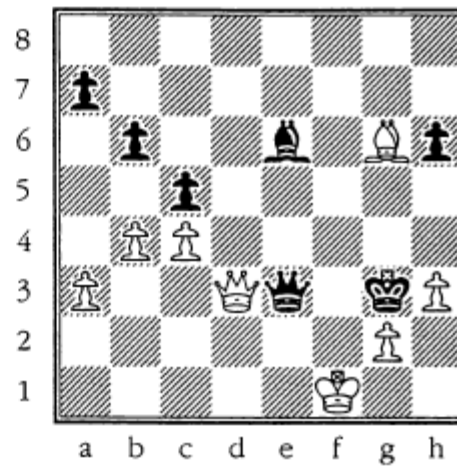


4. Black to Move

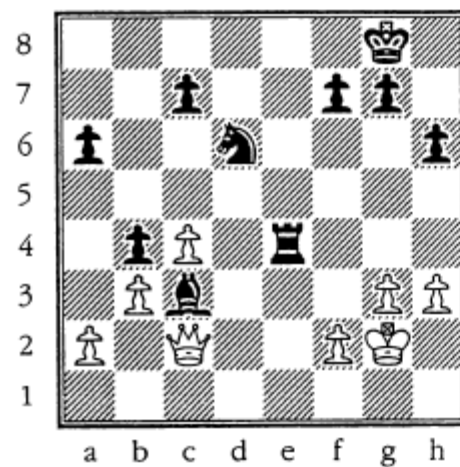
Deflection



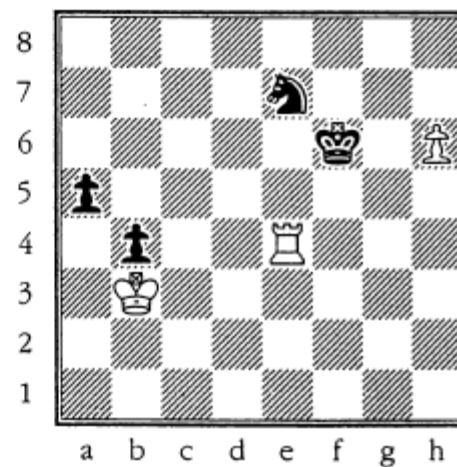
5. White to Move



6. Black to Move

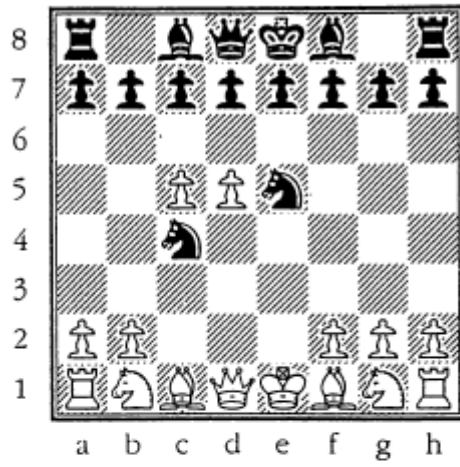


7. White to Move



8. White to Move

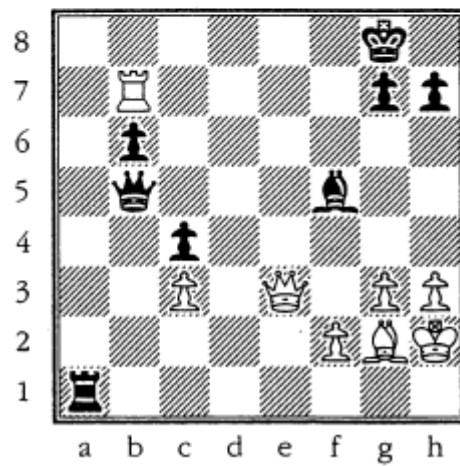
Deflection



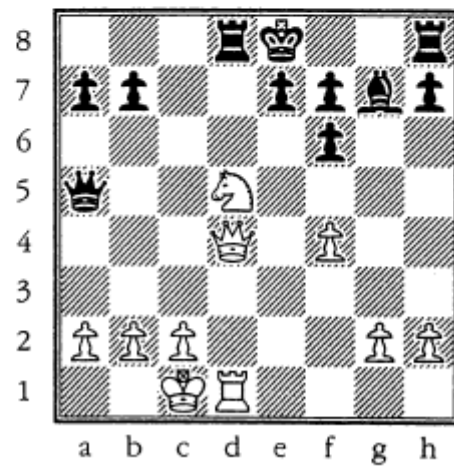
9. White to Move



10. White to Move



11. White to Move



12. White to Move