

Deflection Help Guide

Deflection: The "drawing away" of an attacking piece onto an inconvenient square. A piece is given away for nothing, and sometimes with check!

Diagram 1: White to move. Playing as White we need to look at the Black Bishop and Black Queen on the a1 h8 diagonal. Use the Rook to give check and force Black to defend its King. In the process Blacks Bishop will be unable to defend the Queen.

Diagram 2: White to move. Notice Blacks Rook and Queen on the d file. White can give check with the Rook and if Blacks Rook takes Whites Rook the Black Queen will be undefended.

Diagram 3: White to move. First notice that White has Blacks Queen pined against her King. Now Blacks King is also defending his Queen. White needs to give check by sacrificing Whites Rook. If Black takes the White Rook with its King the Black Queen will no longer be defended by her King.

Diagram 4: White to move. In this position White can win a pawn. Unlike the other diagrams this one does not involve a check. The White Knight can take the pawn, after the Bishop takes the Knight White can win the black Knight.

Diagram 5: White to move. White needs to find a way to move the Black Queen off the 7th rank. In order to do that, White needs to sacrifice the Rook by moving it to the 8th rank. White then can deliver a check mate by using the Knight.

Diagram 6: White to move. In this position White is looking to deliver a check mate by using the Knight. White needs to remove the Black Bishop off the a1-h8 diagonal. In order to achieve this tactic, White needs to sacrifice the Queen. Then when the Bishop is off the diagonal White then can mate with the Knight.