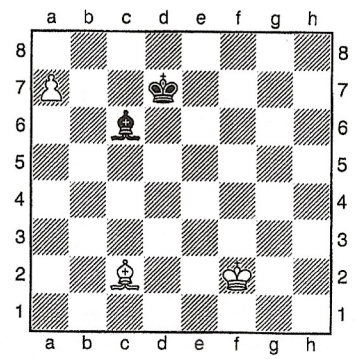
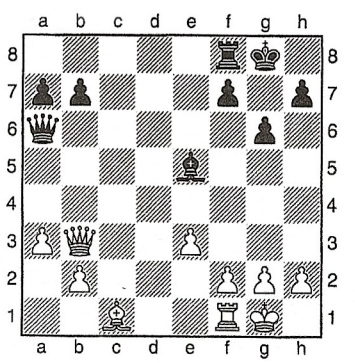
Exercises

1



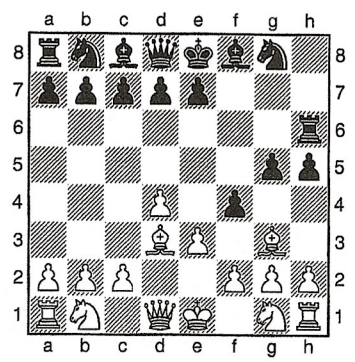
White to play

2



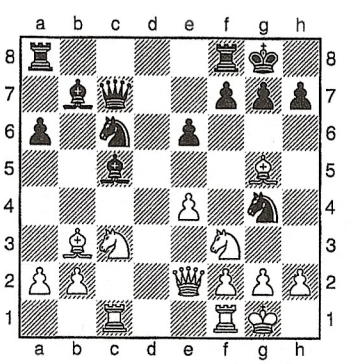
Black to play

3



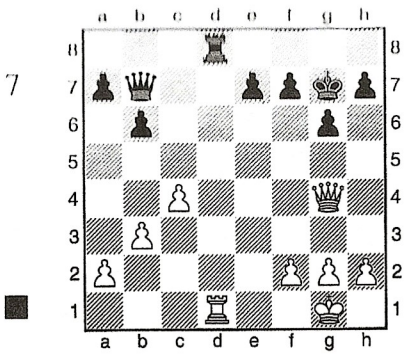
White to play

4



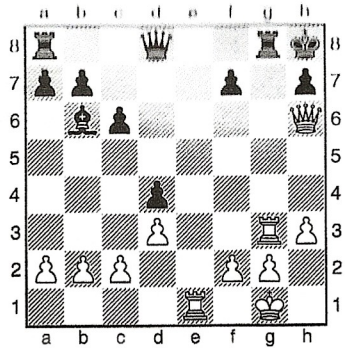
Black to play

7



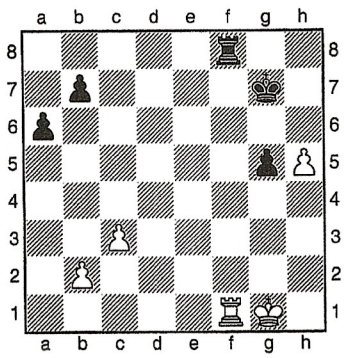
Black to play

8



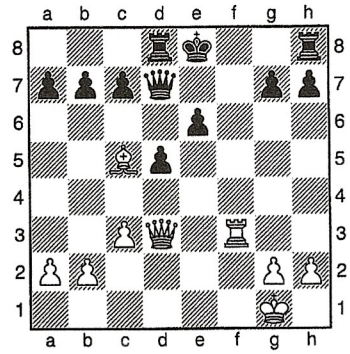
White to play

9



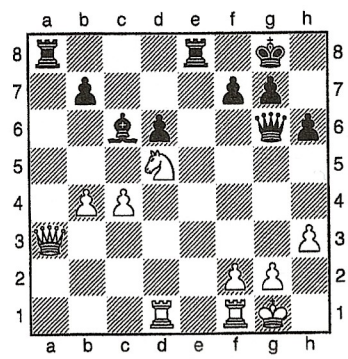
White to play

10



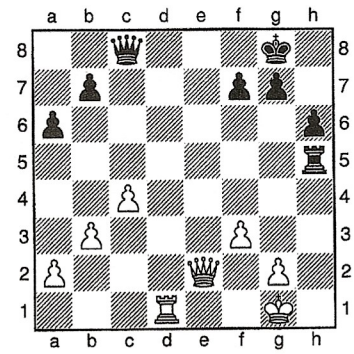
White to play

11



White to play

12



Black to play

Solutions to Decoy and Deflection Exercises

1) Deflection is often used to ensure the promotion of a far-advanced pawn. Here White uses a pin to deflect the enemy bishop: **1 ♗a4! ♗xa4 2 a8♕**.

2) Whenever a piece has a vital duty, you should look for a possible deflection. Here the white king must defend the f1-rook, and Black can exploit this by **1...♗xh2+! 2 ♔xh2 ♕xf1**.

3) White can deflect the h6-rook away from the mate on g6: **1 ♕xh5+! ♖xh5 2 ♗g6#**.

4) Only the f3-knight is preventing mate on h2, and **1...♘d4** eliminates that knight. White either loses his queen or gets mated after **2 ♘xd4 ♕xh2#** or **2 ♕d3 ♘xf3+** followed by **3...♕xh2#**.

5) The combination of decoy and knight fork is often deadly. Here it costs White his queen: **1...♖xh2+! 2 ♔xh2 ♘f3+**.

6) A pawn fork decoys the queen to a square which allows a knight fork: **1 c5! ♕xc5 2 ♘e4** and White will be rook for bishop up.

7) The white queen is tied to the defence of the d1-rook, and Black can exploit this with a single lethal deflection: **1...♕e4!** (other attacks on the queen are ineffective; for example, 1...h5? 2 ♕e2 is harmless) **2 ♕xe4** (or 2 ♕f3 ♕xf3 3 gxf3 ♖xd1+ and Black wins a rook) **2...♖xd1+** and mate next move.

8) White pushes his attack home with a double deflection: **1 ♖e8!** (Black's queen must defend f6, while his rook must guard g7, putting him in a fatal dilemma) **1...♕xe8** (or 1...♖xe8 2 ♕g7#) **2 ♕f6+ ♖g7 3 ♕xg7#**.

9) Black's king must guard the rook, so White can repeatedly advance his pawn with gain of time: **1 h6+ ♔g8 2 h7+** (now the pawn is far enough advanced to promote after an exchange of rooks) **2...♔g7 3 ♖xf8 ♔xf8 4 h8♕+**.

10) The h8-rook is stopping mate by ♖f8#, but can be pulled away: **1 ♕xh7! ♖xh7** (otherwise the rook is lost, leaving White a piece ahead) **2 ♖f8#**.

11) The e8-rook has the duty of preventing the knight fork ♘e7+, but it can be deflected: **1 ♕xa8!** (1 ♘e7+? ♖xe7 2 ♕xa8+ ♖e8 is wrong, as owing to the threat of mate on g2 White loses his queen) **1...♖xa8 2 ♘e7+** and White will be rook for bishop ahead.

12) After **1...♕c5+** Black either mates or wins White's queen: **2 ♕f2** (or 2 ♔f1 ♖h1#) **2...♖h1+! 3 ♔xh1 ♕xf2**.