

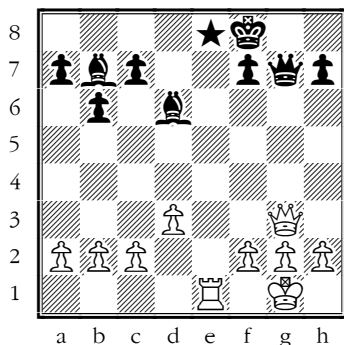
# Chess Tactics: Deflect, Destroy & Remove!

## Part 1: Removal of the Defender and Deflection

### Concepts:

- The “**Evil Twins of Diversion**” – Deflection and Decoy tactics!
- Destroying the Defender!
- Removing the Guard!

### Evil “Diversion” Twin #1 – Deflection: Displacing Your Opponent's Pieces!

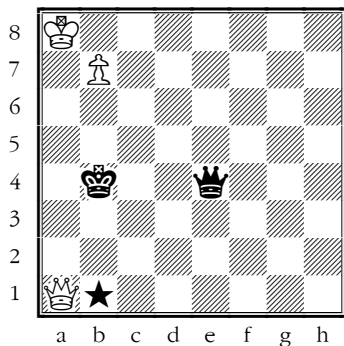


1.Re8+! Kxe8 2.Qxg7 is a successful deflection!

Deflection is the act of forcing an opponent's piece to give up protection over something important, by **deflecting it away** from the target. This “important thing” might be a square or a piece needing protection. Often a deflection tactic is a forcing move (either a check or capture) of some kind. Here white finds an opportunity to deflect the King.

With 1.Re8+!, white is sacrificing the Rook in order to deflect the black King **away from protecting the Queen** on g7. This idea is common, and a sacrifice of material, in order to **deflect** something important, is a normal measure to take in order to execute the idea. White is easily winning!

### Evil “Diversion” Twin #2 – Decoy: The Art of Distracting Your Opponent!

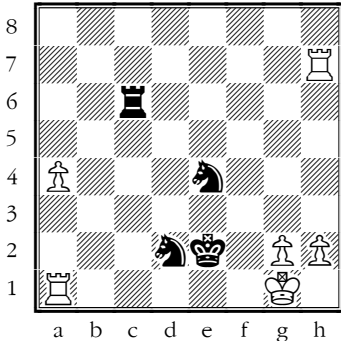


Without the decoy white might never promote the b-pawn, due to black's pin along the diagonal.

Much like a deflection, a decoy is a move that generally **forces the opponent to move a piece to a square that it doesn't want to go to, or forces the piece to leave something important behind**. In this decoy example, both circumstances apply: Black's Queen **doesn't want to leave the pin of the b7-pawn**, nor does it want to go to b1.

After 1. Qb1+!! black must capture on b1, but after 1...Qxb1 2.b8=Queen+ – the black King and Queen are skewered. White wins the Queen and of course the game along with it. This type of “**temporary**” decoy sacrifice is common when it is but one part of an overall winning combination. Both of these **diversion tactics** force the opponent to leave something of importance behind.

## Which Is It: Deflection, Decoy, Diversion or... Attraction? Does It Really Matter?

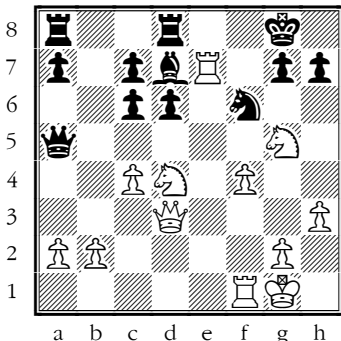


*Deflection and decoy are both diversion tactics, and diversions are similar to attraction tactics!*

With the forced checkmate in three combination of 1...Nf3+ 2.gxf3 (2.Kh1 Nf2#) 2...Rg6+ 3.Kh1 Nf2 checkmate are we: **Deflecting** the g2-pawn away from the King; Giving up our Knight on f3 as a **decoy** to open the g-file; doing both, making this a simple **diversion themed** tactic; or are we **attracting** the pawn to f3 in order to allow 2...Rg6+?

Which is it? For now, it doesn't really matter how we classify this puzzle, or others like it. The general goal or outcome of all four of those tactical motifs tends to be the same: Forcing the opponent to **move a piece** somewhere that it **doesn't want to go!** Whether that be because the piece is guarding something or because the piece itself is walking into a problem, *something bad is about to happen!*

## Destroying the Defender Example 1: Breaking Open the Enemy's "King Position"!

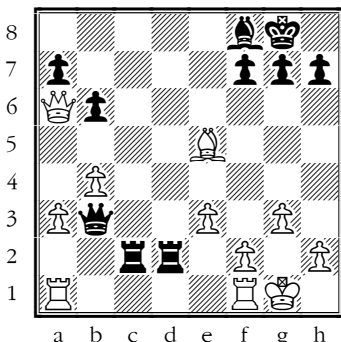


*If 1...Nxh7 2.Qg6 wins and 1...Qh5 fails to 2.Nxf6+ gxf6 3.Qg3+!*

Like the tactical motifs before it, learning to "destroy" your opponent's defensive position is an extremely valuable pattern. Generally, sacrificial ideas designed to **create access** to the opponent's **castled King** position are on display when this tactical motif is referenced.

Unlike all the other fundamental tactics taught in our curriculum to this point (including fork, pin, skewer, etc) – **there is no specific piece** that can "destroy the defender" nor is there any particular "image" created. Likely though, the opponent **has few pieces** surrounding the King, which makes it vulnerable to attack. After white's 1.Nxh7!! black has no way of stopping 2.Qg6 and mate on g7 to come.

## Destroying the Defender Example 2: Sacrifice Whatever It Takes!

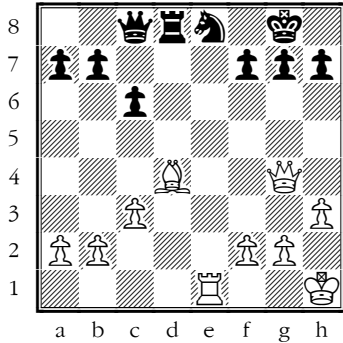


*Sacrifice the Queen!*

Once again, though this time it is white who comes under fire, the King has few defenders. This type of scenario always opens up the possibility for tactics! Can you see black's biggest strength in this position? Whenever attacking the enemy King, *consider every move!*

Black can play 1...Qxe3!!, sacrificing the Queen to open up the 2<sup>nd</sup> rank. After 2.fxe3 black has forced mate with 2...Rg2+ 3.Kh1 Rxe2+ 4.Kg1 Rcg2 checkmate. Not capturing the Queen doesn't help white either, as black will bring the entire royal army to the f2 square next move.

## Removing the Defender 1 – See Your Goal, Then *Eliminate What's Stopping You!*

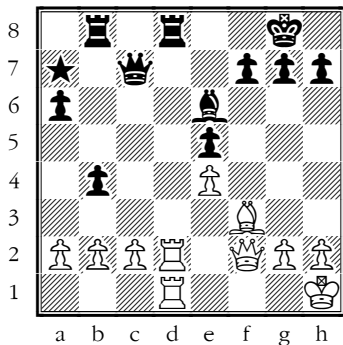


1. Rxe8+! Rxe8 2. Qxg7#

The concept of *destroying* the defender can be rather vague. Though we believe our previous example did display that tactics of the “destruction” nature are most effective when ***you have more pieces around your enemy's King than they do***, removing the defender is a slightly simpler task! You only need a clear target to attack!

The forcing combination listed beneath the diagram shows white's objective clearly: White wants checkmate on g7; black's Knight guards g7; white wants to remove the Knight and does so in a forcing manner. ***Remove the defender!***

## Removing the Defender 2 – Recognize the Weakness, Remove the Guard!



After ***recognizing the opponent's biggest weakness*** – try to remove all defenders of it!

Our final example displays a completely different type of removal of the defender tactic, so much so that it borders on a decoy or deflection sacrifice. Naming the puzzle isn't as important as executing the idea! White sees black's biggest weakness: the back rank. Currently, there is no way to exploit this, despite having Rooks doubled along the d-file.

That is about to change! White finds the surprising shot 1. Qa7!! – ***removing the black Queen from the protection of the d8-Rook***, and therefore the back rank. After 1...Qa5 (trying to postpone the inevitable) white plays 2. Qxa6! Qc7 and once again 3. Qa7, where white is winning. Capturing d2 would only lose the Queen.



## Chess Tactics: Deflect, Destroy & Remove!

### Instructor's Guide

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The three additional tactical themes we chose to cover – beyond the basic necessities such as double attack, fork, pin, skewer, and the discoveries – are three of the most commonly repeated tactical methods used in basic and advanced-level chess combinations. Though there are many others – “overloading”, “clearance” and “advanced sacrificing” to name a few – we believe that establishing a fundamental understanding of these three is most essential.

To clarify some of the vocabulary used between the two diversion themes (deflection and decoy) and the concept of attraction – please follow the basic guidelines below. Remember that the goal of the tactic is much more important than correct classification.

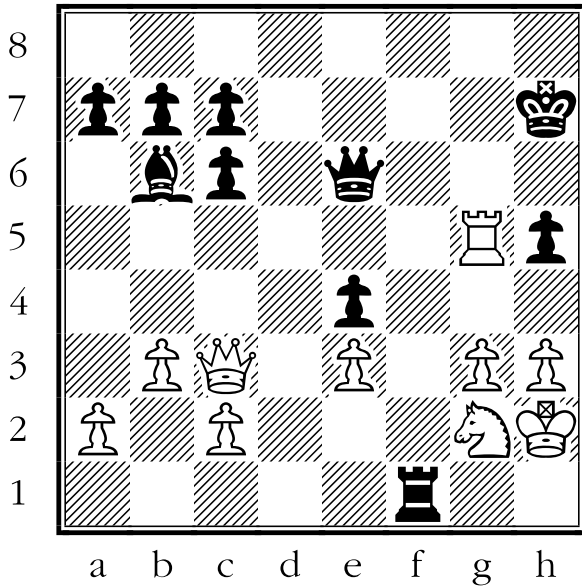
- **Deflection:** Generally used to describe the act of ***taking away*** a piece ***from guarding*** something important.
- **Decoy:** Generally used to describe the act of taking a piece away from a ***certain area*** (like the outside passed pawn techniques described in Lesson 14) or used to describe the act of bringing a piece to a certain square to make a tactic possible.
- **Attraction:** Generally used to describe the act of bringing a piece to a certain square for a tactic ***against that particular piece***. The tactic ***being against the particular piece*** is what marks this theme.

### Practical Notes and Advice – Lesson 12:

- “Tactics, tactics and more tactics” is the old saying in chess. Apply it!
- Again, keeping a good library of tactical works as well as accessing the [www.ChessKid.com](http://www.ChessKid.com) online Tactics Trainer tool is the best way to help these themes become engrained in a student(s) thought process.
- Finding some kind of tool for your student(s) to study tactics is critical because repetition is the key ingredient to over-the-board calculation (tactical success).
- Don't worry so much about applying super-clear distinctions between the different themes, but rather, use your time to offer more examples for solving.

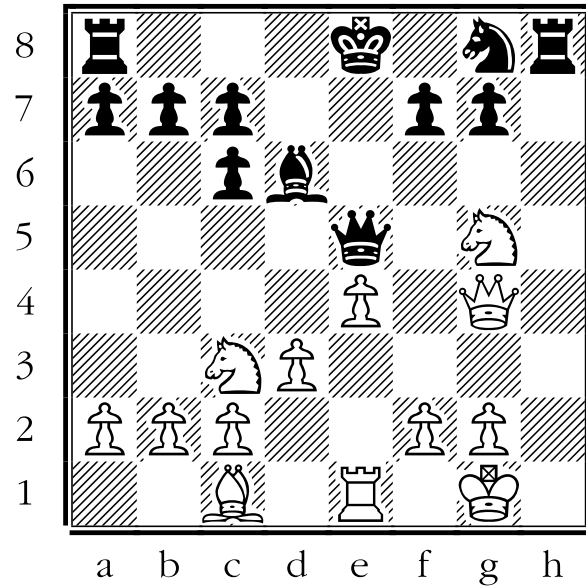
## Lesson 12: Using Tactics to Win!

The puzzles below are of random theme: deflection; decoy; attraction; and removal of the defender. Circle **the piece you choose to move** and then **circle the square it should move to**. Write the moves down in Algebraic Notation to the left or right of each diagram.



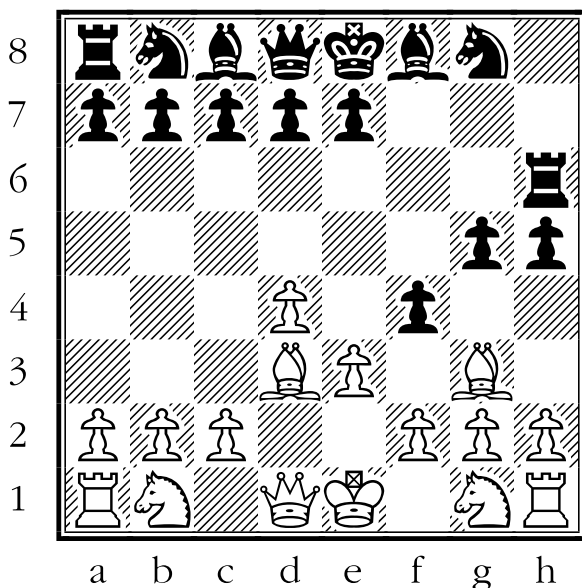
**Black to play:**

*Forced checkmate in two moves...*



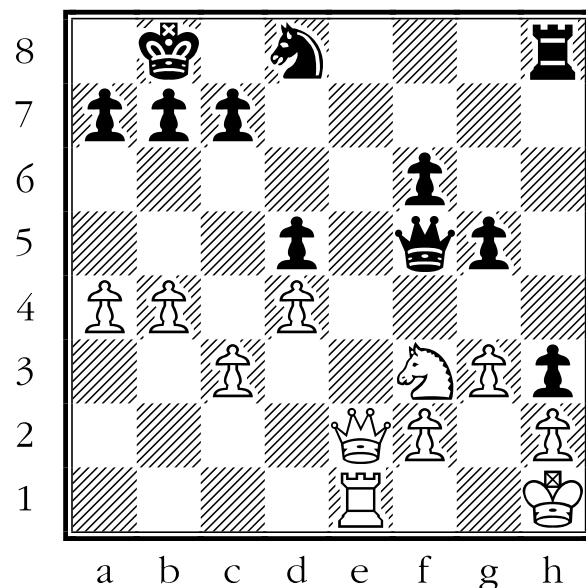
**Black to play:**

*Forced checkmate in two moves...*



**White to play:**

*Forced checkmate in two moves...*

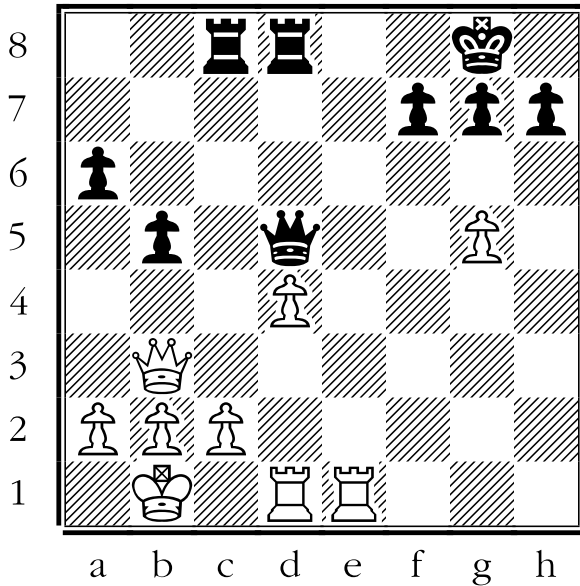


**Black to play:**

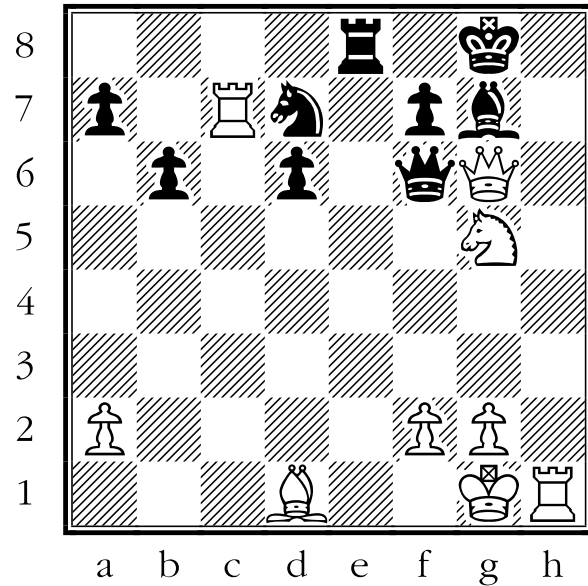
*Win the game or mate in three moves...*

## Lesson 12: Using Tactics to Win!

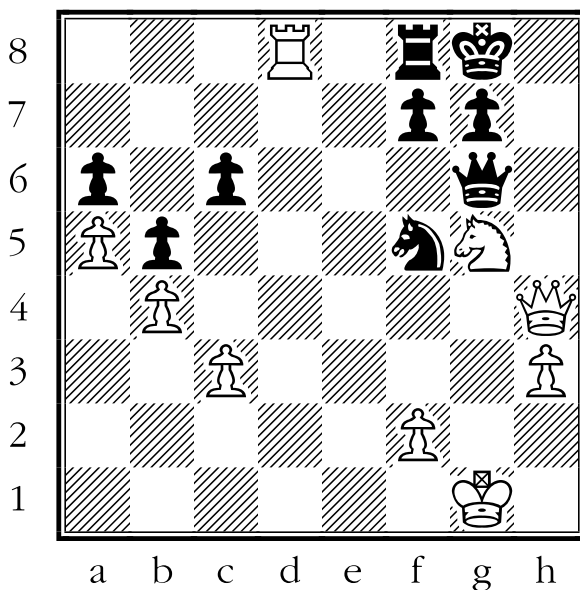
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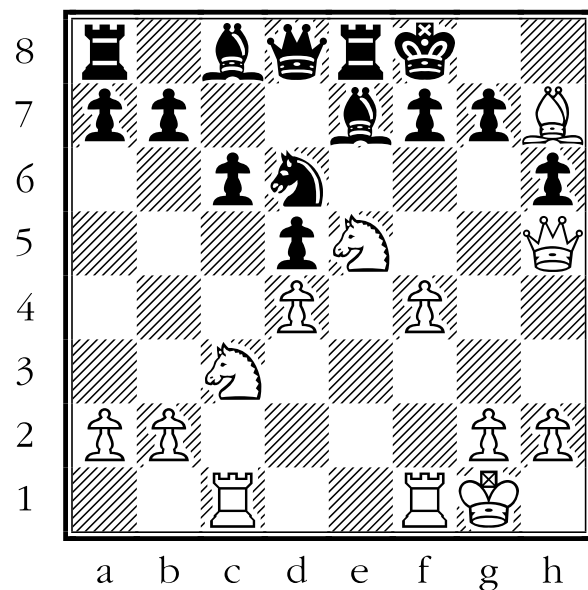
**White to play:**  
*Win black's Queen for a Rook...*



**White to play:**  
*Forced checkmate in two moves...*



**White to play:**  
*Forced checkmate in two moves...*



**White to play:**  
*Forced checkmate in two moves...*



## Using Tactics to Win!

### Answer Key

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#### Worksheet Page 1:

**Diagram #1** – 1...Qxh3+! 2.Kxh3 Rh1# – Deflection or Decoy tactic.

**Diagram #2** – 1.Qxh5+! Rxh5 2.Bg6# – Deflection or Decoy tactic.

**Diagram #3** – 1...Rh1+!! 2.Kxh1 Qh2# – Attraction tactic.

**Diagram #4** – 1...Re8! 2.Qxe8 (or 2.Qd1 Qxf3+!! 3.Qxf3 Rxe1#) 2...Qxf3+ 3.Kg1 Qg2# – Removal of the Defender (black removes the Queen from guarding the f3-Knight) or a Deflection or Decoy tactic.

#### Worksheet Page 2:

**Diagram #1** – 1.Re8+! Rxe8 2.Qxd5 winning – Deflection or Removal of the Defender tactic.

**Diagram #2** – 1.Qh8+! Kxh8 2.Rxf8# – Attraction or Deflection tactic.

**Diagram #3** – 1.Rh8+! Kxh8 2.Qh7# – Attraction tactic.

**Diagram #4** – 1.Qxf7+ Nxf7 2.Ng6# – Destroying the Defender tactic.